ISSUE 13 • OCTOBER 1988 • £1.50

Atari ST
Amiga
CBM 64/128
Spectrum
Amstrad
IBM + more

ACE

ADVANCED • COMPUTER • ENTERTAINMENT

THE YEAR'S

100

DAZZLING ANNIVERSARY ISSUE

TOP GAMES

RATINGS • TIPS • TARGETS

History in t

The first 3 years

Computer Industry sources spoke of alarm and disquiet today as US Gold – Europe's forerunners in home entertainment software – announced plans for a September releas that marks a milestone in the development of the home computer industry. Titled "HISTOR IN THE MAKING", it chronicles the early giant successes of this exciting industry and regarded by many experts to be the finest single collection of computer games ever pro duced..... a real must for computer enthusiasts and a true collector's item to be treasure for years to come.

In just four short years home computer entertainment has grown into a furious and exciting industry not only bringing much pleasure and enjoyment to many youngsters throughout Great Britain and Europe, but creating a whole industry that has made enormous strides forward in technology and the standards of entertainment.

No company has done more to advance the cause than US Gold. Deriving its name from the early activities of importing software from America and adapting it for the home market, US Gold has constantly led from the front, outstripping competitors in satisfying the demands of an increasingly discerning public. US Gold now stands firmly at the head of a very stable and vital industry leaving behind it many memorable and outstanding achievements.

Now the company has announced plans to create another shockwave – it's taking those early masterpieces from its own outstanding success and bringing them together in one collection – 15 true classics in all. A spokesman for US Gold is not surprised at the market's reaction when he commented to ou reporters: "US Gold *is* th entertainment softwar industry in the UK and no Europe.

"In short, the collectio will appeal to everyone it's not just a compilatio of games but a tru chronicle of the develop ment of this fantasti industry of ours."

It's hardly surprising ou competitors are unhappy From the very early day we were the innovators an we therefore develope some real innovativ games – games that can b called classics of their time

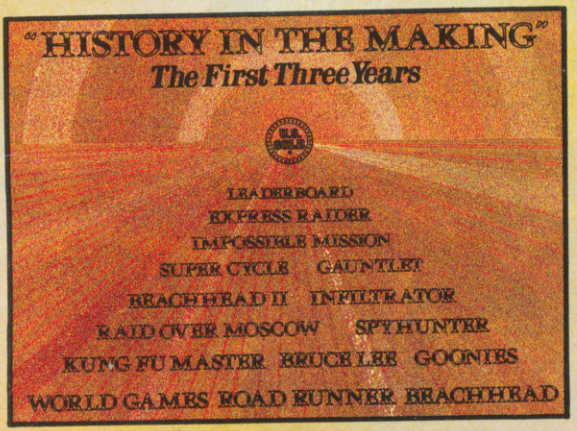
NEWS NEWS NEWS NEWS

MONDAY, 19TH SEPTEMBER, 1988

...in the Making

No one has achieved so much and no one is able to command such outstanding software. Now a mature market is in residence, we decided that the time was right to make a bold statement about how significant and impressive computer software is, we therefore collected together these classics – collected from only our first three years – and are to publish them in one historic pack. Many of today's enthusiasts may have been too young to have played the originals – it's obviously a real treat for them and many of the older players will treasure the value that such a collection offers. In short, the collection will appeal to everyone – it's not just a compilation of games but a true chronicle of the development of this fantastic industry of ours."

BEACH HEAD... the leader of the pack, US Gold's 1st quarter of a million seller. **BRUCE LEE...** the first famous face to join US Gold. **SPYHUNTER...** Bally Midway's armoured car classic became a home computer cult. **RAID...** Impressive yet controversial, Raid hit the headlines in the national press. **GOONIES...** Spielberg film translated into the first simultaneous two player interactive arcade game. **SUPERCYCLE...** the Epyx spectactular on two wheels. Fast and furious – an all-time racing classic. **WORLD GAMES...** around the world with 8 incredible, and unusual events by Epyx. **EXPRESS RAIDER...** a rootin', tootin', arcade action – the Easter hit of that year. **INFILTRATOR...** arcade, strategy simulation – all ingredients that culminated into a European No. 1. **BEACH HEAD II...** tough action sequel, another monster chartbuster by Access. **GAUNTLET...** the biggest selling computer game 1986/87, over 300,000 sold – the 1st great arcade conversion. **ROAD RUNNER...** the summer No. 1 of that year – cartoon, coin-op capers from Atari Games. **IMPOSSIBLE MISSION...** the benchmark test for all subsequent platform games, still regarded by many as one of the greatest computer games of all time. **KUNG FU MASTER...** a Gallup No. 1 – Data East – often imitated, never emulated. **LEADERBOARD...** *"This is the sports simulation of the year – if not the decade"*, Zzap 64.



The games selected to honour this special collection are each of outstanding merit in their own right ...

Besides its possession as a collection piece the package is considered by many to offer unheard of value for money and an opportunity not to be missed. Many computer enthusiasts await eagerly the mid-September release and comments such as "I've started saving now...", "I wasn't into computers when the early releases came out, I'm looking forward to playing them now...", "I've only heard of such games as Beach Head, now's my chance to see what I've missed..." are common amongst the players that we've talked to.

"But the real winners are the buying public – it's fantastic value."

Perhaps one of the most informative comments was made by an industry insider: "US Gold seem to have done it again. Whilst we're all happily constructing compilations from any product we can find and offering them to the public as value-for-money packs, US Gold have put together the finest collection of classic games ever assembled and the support material and give-aways will be just as good and up to their usual amazing standard. Quite simply, I think we're all stunned once again, but the real winners are the buying public – it's fantastic value."

Where will US Gold go from here – well no one knows, all we can really say is that if they keep going on making history like this then they can only keep going on from success to success and all computer owners will be pleased for that to continue.

100 TOP GAMES

They're **mean**, they're **tough**, they're the **100 top games of 1987/88**. These are the **tried**, **tested**, and **never-bested block-busters** of the last year. They've **got what it takes**, but **have you**?

SPECIALS

38 Games Milestones

Every so often, a game **makes history**. From the moment you set eyes on it, from the moment you grasp the joystick and the **blood starts pounding**, you realise that **life in front of your computer** will **never be the same again**. Andy Wilton checks out **great moments** in **games history**.

25 Pixel Profits

Get your shades on! ACE's definitive guide to the software business **zooms in** on computer graphics. Sprites, backgrounds, and **cash, cash, cash.** Make those pixels **pay!**

A sprite is born at the Psygnosis game factory...

116 Power to the Player

Is 16-bit, gasp!, **yesterday's technology?!** ACE **trembles** at the thought of **32-bit gamepower.**

32 It's Showtime!

ACE presents the one-and-only **unofficial guide** to the PC Show. Even if you miss the show, you can't miss this!

INTERFACE

7 News

What's been **done**, and what's been **said** this month in the world of **advanced computer entertainment**. If it **happened**, it's **here.**

Alan Sugar – what news of the Sinclair Professional?

18 Previews

These games are **out to get you**. We got them **first.**

106 Letters

The unprintable, the unspeakable, the unbearable, **unveiled.** ACE readers discuss the **burning issues** of today, and **tomorrow.**

154 The Blitter End

Sorry, but we just have to have the last word. **This is it...**

SIGHT...

21 Weather Report

Brian Larkman, the **pixel professor**, continues his **state-of-the-art guide** to DIY graphics. This month he conjures up a series of **dazzling skyscapes** for those who make **heavy weather** out of **light work.**

23 Graphics Accounts

What!? It appears that Europeans **are** to be trusted. after all. Brian rounds up the latest news and puts you **in the picture.**

AND SOUND

98 The Food of Love

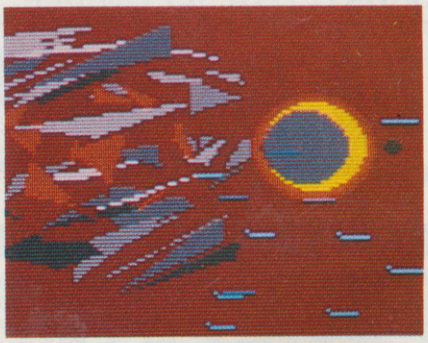
Music is the **food of love** and boy, did the emotions **run high** at this year's British Music Fair. Mark Jenkins reports...

100 In Concert

Terry Riley in concert with the **Electric Symphony Orchestra**...Computers and MIDI continue to fuel musical innovation on-stage and off.

GAMEPLAY

75 Screen Test



Page 76: *Starglider II* – Rainbird do it again.

It's here! *Starglider II* takes off – and takes most of the ACE Team with it..*Fernandez* really *must die*, and probably would if he came up against *Barbarian II*. PLUS *Starray*, *Overlander*, *Star Goose*, and a host of other **red-hot** releases

29 Arcade Revolution

EML's ST-based Intec coin-op system is going to **revolutionise** the arcades.When was the last time you saw a ***Barbarian*** in the pub? Andy Smith checks it out.

118 Tricks 'n' Tactics

Infinite lives in *Oids*; the definitive playing guide to *Football Director*; all the level codes for *Better Dead Than Alien*; and a host of tips for *Pandora*; *Leatherneck*, and *Gauntlet II*. Load, poke, and **live forever.**

THE ACE CARD

Win an Amiga!

Turn to page 15 for details of your chance to win the Amiga we're giving away – and check The Random Access Pages to see if you've won an Amiga or any of the staggering 24 software prizes we offered last month.

102 Adventures

Ultima V gets the Pilg's **highest rating ever.** This latest Origin Systems role-playing masterpiece **delivers**. Find out why, **and how.**

114 Play by Mail

This game is the **Trolls Bottom.** No kidding. Plus news of Mitre Game's misfortunes, *Dark Blades* from KJC, and the **takeover** of *Casus Belli.*

BUY LINES

15 The Ace Card

Every month we dish out **hundreds of pounds** worth of prizes to ACE cardholders. And you can get your own card **absolutely free...**

10 Solid US Gold!

Ever fancied going on a REAL adventure? ACE and US Gold/SSI are giving away **£600 worth** of travel vouchers. Will you ever come **back down** to Earth?

110 Special Offers

Save up to **£4 off a single game**. These carefully selected titles really are **special** offers.

109 Subscription

A whole year of Britain's **best games magazine**, plus a special bonus – US Gold blockbusters at **half price.**

ACE PINK PAGES

123 Software Buyers' Guide

ACE's **monthly guide** to the games you've just **got to get.** Every issue brings a selection of specially recommended titles for your machine. **Neat**, eh?

132 Upgrade Guide

So you want a **bigger**, **better** computer, eh? The search starts here with ACE's comprehensive guide to the **powers and pitfalls** of today's **most sought-after machines.**

135 Random Access

Can N'Gar Thrombobo **vapourise** Horace Claghandle? Can **you** solve the **ACE crossword**? Can you **crack** this month's **puzzle**? Can **we** stop playing ***Daleks.*** Nope, we can't...

147 Readers' Pages

Penpals from around the world, the ACE Helpline, For Sale, user groups...We **gave you** the pages, you **filled them...**

1 YEAR OLD!

When you have a birthday, people give you presents, **right?**

Wrong. When **we** have a birthday, we give **you** presents. And the best present we could think of was this issue.

It's a **celebration** of the magazine you've helped us to build over the last twelve months.

It's **packed with features**, because your response to the magazine has spurred us on to even greater efforts. We want to make sure you get your money's worth...and more.

It's **authoritative**, because we've found ourselves writing about games for people who aren't spotty eight-year-olds. Now we can really **say what we think** about the games we play and know that you'll understand what we're on about.

It's getting **bigger** and **better** every month. because there are now tens of thousands of you out there to support us. You've stuck by us, and we'll stick by you...

If we ever let you down, set the phasers to stun...and come out looking for us. The photo below should give you some idea of just what sort of **aliens** you're after...

From left to right: Rod Lawton, Andy Smith, Andy Wilton, Trevor Gilham, Steve Cooke, Bob Wade

Future Publishing Ltd, 4 Queen Street, BATH BA1 1EJ Tel 0225 446034

Fax 0225 446019, Telecom Gold 84:TXT152

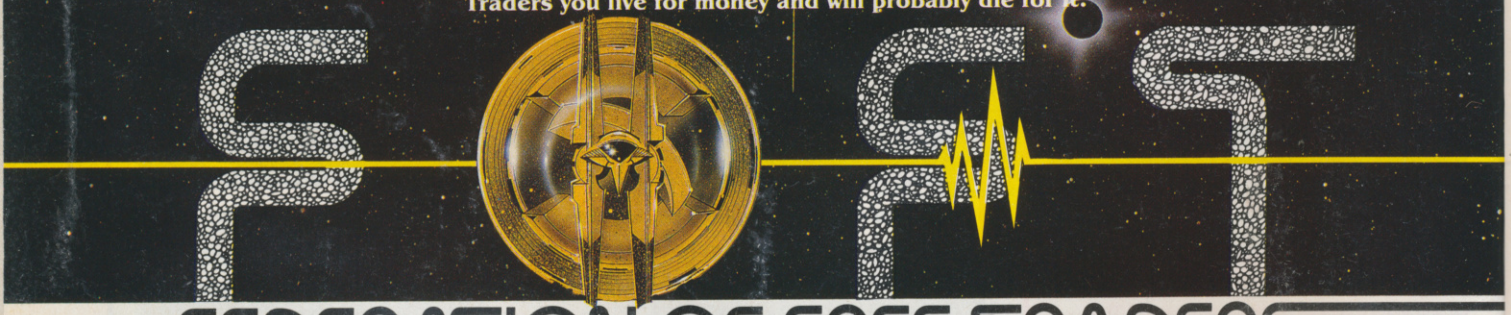
Editor Steve Cooke **Reviews Editor** Bob Wade **Features Editor** Andy Wilton
Production Editor Rod Lawton **Staff Writer** Andy Smith
Consultant Editors Mark Jenkins (Music and Midi) Brian Larkman (Graphics)
Art Editor Trevor Gilham **Additional Design** Angela Neal
Advertisment Manager Jonathan Beales **Advertising Sales Executive** Jennie Evans
Publisher Chris Anderson

SUBSCRIPTIONS Avon Direct Mail, PO Box 1, Portishead, Bristol BF20 9EG, 0272 842487 • **SPECIAL OFFERS** (Christine Stacey) **The Old Barn, Somerton, Somerset, TA11 7PY,** 0458 74011 • **COLOUR ORIGINATION** Wessex Reproduction, 325a Wells Road, Bristol BS4 2PG • **DISTRIBUTION** SM Distribution, 6 Leigham Court Road, Streatham, LondonSW16 8DX, 01-274 8611/5 • **PRINTING** Chase Web Offset, Plymouth •

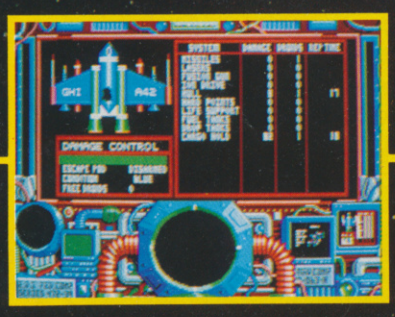
© **FUTURE PUBLISHING LTD 1988** • No part of this publication may be reproduced in any form without our permission.

Your quest is interstellar wealth and to hell with glory

The universe stretches before you. 8 million worlds await your exploitation. Unimaginable wealth is your destiny if you can master the art of interstellar navigation, harness the intricacies of the photon drive and repel the deadly space pirates. Forget the medals, forget the honours, forget the glory. As a member of the Federation of Free Traders you live for money and will probably die for it.



FEDERATION OF FREE TRADERS



Screen shots from Atari ST version.

ILLUSTRATION: PETER ANDREW JONES.
COPYRIGHT: SOLARWIND LIMITED

ATARI ST/AMIGA
£29.99

GREMLIN

Gremlin Graphics Software Ltd.,
Alpha House, 10 Carver Street,
Sheffield S1 4FS. Tel: 0742 753423

AMIGA UPSURGE

It's cheap, it's powerful, and it's played an important part in changing the fortunes of a troubled company. It's the Amiga, of course, now selling at only £399 and Commodore, once on the brink of insolvency, have just reported an astonishing six-fold leap in earnings. 'There's simply no real competition for the machine,' declared a company spokesman, 'The price cut has positioned the A500 excellently for games players...'

Meanwhile, dealers in London's Tottenham Court Road have confirmed the upsurge in Amiga sales. One chain has recently stopped selling STs altogether. 'We dropped them as soon as the prices levelled out. Atari are really worried...'claimed a salesman. Can this be true? Is the tortoise really overtaking the hare?

A year ago the ST was streaking ahead in the race to become the number one upgrade option for gamesters. It was cheap, with lots of software, and relatively reliable. By contrast, the Amiga was expensive, with little software, and prone to operating system problems. Things seem rather different these days...

First, in the USA, the Amiga is reported to be stomping on the ST at every corner. A spokesman for Atari reported that the company's policy in the States was now '..particularly concentrating on the video games market this year, which has shown enormous growth in the States recently.' When asked about the rumoured loss of ST sales to the Amiga, our source maintained that the company were 'pleased but not excited at the current trends'. Hmmm...

Second, in all European territories except Britain and France, Amiga sales are said to be topping the ST by a substantial margin.

In reply, Atari are rumoured to be launching a 'new ST' in 1989, offering 4096 colours on-screen and stereo sound. The company deny all knowledge of such a product, but there's no doubt that their Transputer technology could be channelled into a 'Super ST'. A recent suggestion in the national press concerning such a product was endorsed by an Atari spokesman as 'being along the right lines.'

Meanwhile, all Atari have to do is drop the price back to £299 for the ST and watch it fly this Christmas. Keep your fingers crossed...

SINCLAIR PROFESSIONAL NO-LAUNCH

September 13th may be unlucky for some. It could be egg on the face for all of us (including ACE) if events don't turn out as predicted. We're talking, of course, about the new PC-compatible £299 games computer, now dubbed the Sinclair Professional, and reported on in last month's ACE.

Amstrad are now reported to be launching this baby on the aforementioned date. Meanwhile there have been a frantic spate of denials that the company are up to anything, have any new products, and least of all are planning such a machine. 'As soon as we announce a new product, you'll be the first to know', an Amstrad spokesperson assured us. Of course there's no such machine! And of course we'll be staking out Olympia, where the non-existent launch is supposed to be taking place, on the unlucky 13th. Get your eggs ready...

PBM GOES LIVE

These play-by-mail games are all very well, but would you fancy getting involved in one in real life? In a flash of melodramatic inspiration, Merlin's Kingdom, founders of the PBM *It's Murder!* have decided to go 'live' and involve punters in a series of blood-curdling scenarios on the Cornish cliffs.

The first 'It's Murder Holiday Weekend' is September 17th/18th and features professional actors and actresses in a 'Morte D'Arthur' investigation. For £149.50 (inc. VAT) you get the full works...meals, cocktails, a dance, and of course the chance to catch some dirty devil sticking a dagger in someone else's back, or pushing them gently over the cliffs, or...You're expected to solve the crime(s) by Sunday evening. If you're interested, or want details of future events, phone them on 0840 770935.

● Photo – Julia Brookes, Bude

The cliffs at Tintagel, Cornwall – rumoured to have been a frequent stamping ground of the late King Arthur. Now punters can fulfill their detective fantasies in real-life and enjoy a real cliffhanger ending.

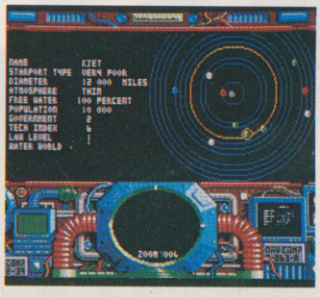
ACE NEWS
ADVANCED COMPUTER ENTERTAINMENT

GREMLIN'S AUTUMN BLOCKBUSTER

Gremlin have revealed details of their big release for the Autumn, called *Federation of Free Traders*. Touted as 'the most realistic space simulation available on home computer to date', it's been in development for over 12 months and will be available on the ST, Amiga and PC at £29.99.

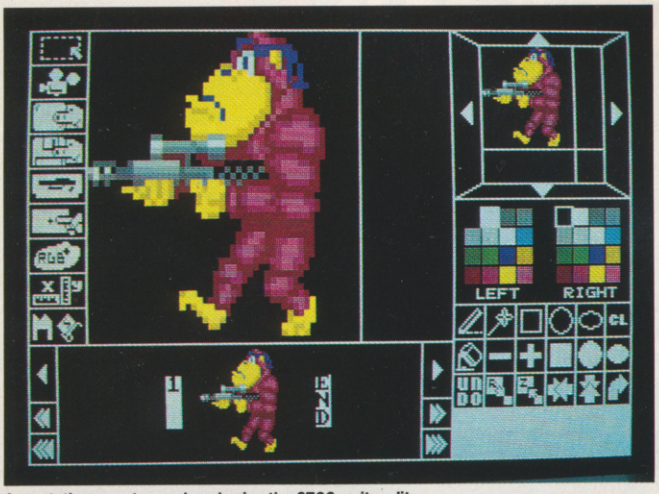
It's similar in concept to *Elite* but with an awful lot of knobs, bells, whistles and flashing lights on. Not only have you got space combat in solid 3D and trading, but it goes into much greater depth than anything previously. There's a computer within the computer that you can actually program to play little sub-games on. You can hold conversations with other pilots and gain vital information from them.

As well as improving your ship by tacking on all sorts of weapons and devices, there are a whole host of missions to be performed. Running out of places to explore will be hard as well because there are 8 million planets to visit. The 16-bit versions of *Elite* which are on the way will obviously have some stiff competition from *FFT*. Unless it's been considerably upgraded *Elite* could find itself being blasted out of the galaxy.



Federation of Free Traders, from Gremlin

'The 16-bit market thrives on innovative product with lasting appeal,' Says Gremlin's MD Ian Stewart, 'Federation of Free Traders has been produced to cater to the every whim of ardent 16-bit gamesplayers.'



A gun-toting monster produced using the *STOS* sprite editor.

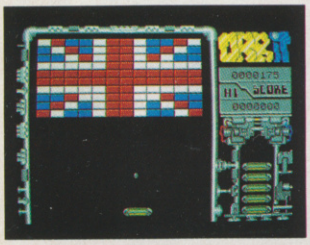
CUSTOMISED GAMES WITH STOS

Mandarin Software are releasing a games programming Basic that they say will 'transform the Atari ST into the ultimate games writing machine.' It's called *STOS* and has been developed by French programming team Jawx International.

However, you can not only create your own games but customise existing ones. Mandarin have already succesfully tested it with several games like *Bubble Bobble*, *Alien Syndrome* and *Enduro Racer*. They're keen to get software houses producing games using *STOS*. Mandarin's Chris Payne said 'I think its primary use will be in the budget sector where games have been a little dull. Good software can be produced quickly – the *Breakout* game given away with *STOS* was written in just two days using it.'

'We hope software houses will leave sprites unprotected so that you can modify the games to suit yourself. Wouldn't it be great to call up the *Bubble Bobble* sprites and edit them? That way, even if you don't want to create your own games, you can alter existing ones.'

STOS comes complete with three pre-programmed games, an icon editor, sprite editor, character set editor, music editor and a room designer, for £29.95 on three disks.



The Breakout clone that took just two days to program using *STOS*.

RARE COINS FROM SUMMIT

New budget label Summit, sister company to Alternative Software, are offering an unusual competition prize. It's a set of old coinage – pounds, shillings and pence in mint condition. All you have to do to enter is to work out how much the price of Summit games, £2.99, would be in old money.

The reason for the novel prize is a 1930s card game called *Sum-It*, based on the old currency system. Confused? Well the card game was invented by Frederick C. Hulley, father of Summit and Alternative boss Roger Hulley. Entries for the competition should be sent on a postcard to Summit Software, C/O Solution PR, 2 Wellingtonia Court, Varndean Drive, Brighton BN1 6TD. Closing date 15th October.

Roger Hulley, boss of Summit Software, shows off his dad's card game.

WIDGETS...

WATCH THIS SPACE

Those innovative Japanese have done it again. The boffins at Seiko have designed a wrist terminal that looks and acts like an ordinary digital watch – but can hook up directly to your PC!

The watch holds some 80 'pages' of 24 characters each. Simply plug the watch into the computer and you can type in all sorts of useful things – credit card numbers, addresses etc etc – via the keyboard. Then at the press of a button you can call up the display on your watch whenever you need it. If you're a busy businessman who doesn't want to carry a Filofax around, this could be just the thing you're after. The Seiko RC-1000's only available by mail order in the U.K. from Pacific National, Chesham House, 136 Regents Street, London W1R 5FA, at a price of £59.95, which includes the watch, specifications, data transfer cable, user manuals and software (IBM PC or compatible only).

KONIX U-TURN

Those radical Welsh joystick designers/manufacturers Konix created something of a stir a couple of years ago when they launched their hand-held Speed King joystick. The joystick broke all the accepted rules of joystick design and Konix reaped the rewards by managing to sell almost 3 million of the things.

Konix are now set to launch their latest range of joysticks at this year's PC show. The names of the joysticks – Predator and Megablaster (Predator's smaller brother) – give no indication of what we can expect the things to look like. Will they be even stranger looking than the Speed King? Will we have to strap the things to our heads whenever we play our fave shoot-em-ups?

Curiously, the answer to these questions is...no. As you can see from the photo, in which company director Sandra Holloway's holding the Predator, the joystick seems to be...er...remarkably standard. O.K., so the joysticks are designed to be placed on table tops but even so, it's not got that bizarre look that we've come to expect from Konix, has it?

EARTH EXCLUSIVE

Suncom, the American joystick manufacturers, whose products are handled over here by Microprose, have been blowing their own trumpets recently heralding their latest joystick – the Analog Plus – as 'The first 21 century analog joystick. On Earth'. Now what does an analogue joystick mean to us games players? Most joysticks are digital controllers, which means they're based on switches that are either on or off. There's no middle ground between centre and left or centre and up – a direction's either selected or it isn't. Analogue joysticks, however, are based on resistors (or potentiometers). They tell the computer not only which way you moved the joystick, but how big the move was as well. Unfortunately, your machine has to have an analogue joystick port to be able to support an analogue joystick, which is no problem if you own a PC or Apple II, but it's no good to ST, Amiga, Spectrum or Amstrad owners.

INCENTIVE ECLIPSED

Incentive have announced the latest game to be produced using their Freescape programming system – *Total Eclipse*. The game is set in Egypt, but further details are embargoed till next month's issue...don't miss it!

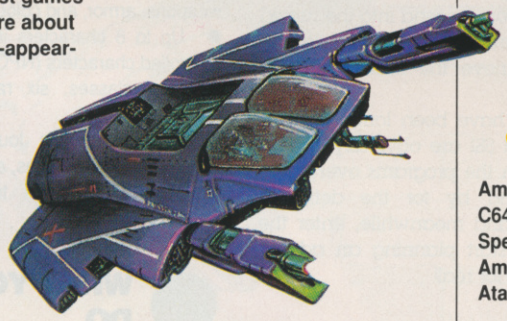
Nearing completion are the ST and Amiga versions of the first Freescape game, *Driller*. As you can see from the screen shot above it's had a substantial redesign of the instrument panel and looks a lot better for it – review soon.

BIG BOYS GO BUDGET

Some of the biggest games of recent years are about to make a dramatic re-appearance as budget titles. Chart-topping titles such as *Bubble Bobble*, *Uridium* and *Flying Shark* are all set to scale the heights again at a lower price.

In the case of *Bubble Bobble* and *Flying Shark* they are also both coin-op licences, and there hasn't been many of them appear in budget form. *Bubble Bobble* is due out in mid-November at £1.99 on Spectrum Amstrad and C64 from Silverbird. *Flying Shark* follows from the same source in early January '89, also at £1.99 on Spectrum, Amstrad and C64.

The two big re-releases from Hewson's budget label Rack-It are *Uridium* and *Sanxion*. Both are horizontal scrolling shoot-em-ups with the emphasis very firmly on non-stop action. *Uridium* was written by Andrew Braybrook and set new standards in shoot-em-ups for the C64. Today both it and *Sanxion* (a Thalamus game by Stavros Fasoulas) have lost some of their sparkle but are still great tests of arcade skill.



Budget *Sanxion*

Silverbird also have big re-release from three other major software houses – Mirrorsoft, Palace and Digital Integration. The Mirrorsoft games are *Biggles* (October), *Dynamite Dan 1* (October) & *2* and *Sai Combat* (September). The Palace games are *Cauldron 1* (out now) & *2* (November) and *The Sacred Armour of Antiriad* (January '89). Finally there's *Fighter Pilot* (September) and *Night Gunner* (February '89) from Digital Integration. All the games are available on the three major 8-bit computers, Spectrum, Amstrad and C64, at £1.99.

SNIPPETS...

● UP AND COMING TITLES FOR YOUR MICRO

BATTLE CHESS
Interplay/Electronic Arts

Amiga	**£24.95dk**
IBM PC	**£24.95dk**

Interplay Productions, who were responsible for *The Bard's Tale* series of games, are about to release their first title as an independant software house. *Battle Chess* combines the strategy of chess with combat action and contains some 4Mb of animation and approximately 400k of digitised sound. The Amiga version will be here first with the PC version following shortly after.

JORDAN VS BIRD: ONE ON ONE
Electronic Arts

C64	**£14.95dk**
IBM PC	**£24.95dk**

Michael 'The Slammer' Jordan, top scorer of the Chicago Bulls and Larry 'The Shooter' Bird from the Boston Celtics face each other in this basketball sim which is the follow-up to E.A's most successful sports sim of all time, *Dr J and Larry Bird Go One on One*. There are three events to compete in including the Slam Dunk Competition.

DALEY THOMPSON'S OLYMPIC CHALLENGE
Ocean

Amstrad	**£9.95cs**	**£12.95dk**
C64	**£9.95cs**	**£12.95dk**
Spectrum	**£9.95cs**	**£12.95dk**
Amiga		**£24.95dk**
Atari ST		**£19.95dk**

Four years after Ocean first released *Daley Thompson's Decathlon* – a terrific game even by today's standards – we see the sequel. The game features 10 events including 100m sprint, hurdles, pole vault and javelin. Before you compete in the events though, you'll have to undergo a strenuous work-out with weights in the gym.

EXTENSOR
Interceptor

Amiga	**£9.99dk**
Atari ST	**£9.99dk**

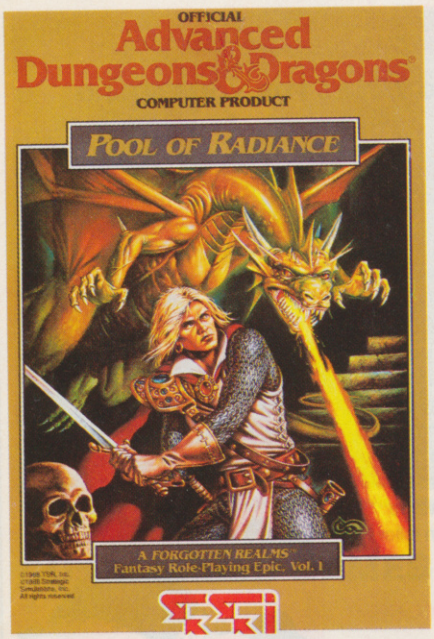
Climb aboard your lazercycle and prepare to compete in the Extensor Tournament on the planet Spazm. Your lazercycle emits energy trails as it moves and to succeed in the game, you have to force the computer opponents into the energy trails.

THE MARS SAGA
Electronic Arts

C64/128	**£14.95dk**

This science-fiction role-playing game offers the depth of play similar to *The Bard's Tale* series of games in a game set on Mars. Having crash landed on the planet, your only hope of escape is to become a bounty hunter and earn some dosh so you can buy your way back. The game included the oh-so-trendy auto-mapping option. *Mars Saga*'s due for release sometime in October.

● Gary Bracey from Ocean puts on his best cheesy grin and demo's the game for Daley.



GO WILD!

...and go free of charge! US Gold/SSI are celebrating the launch of their two games based on the *Advanced Dungeons and Dragons* products by offering you the chance to create your own real-life adventure.

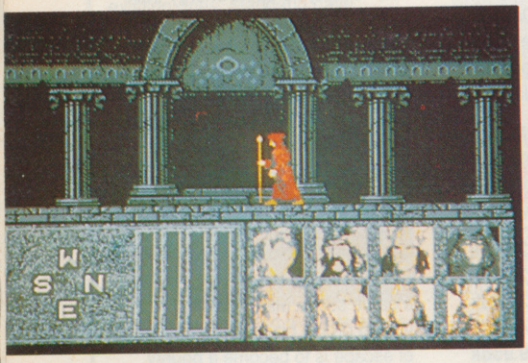
The *Dungeons and Dragons* game concept has become almost a household word these days. The system enables a group of players to enact their fantasies in a complex and detailed environment that is built up by the elected Dungeon Master according to the rules of the *D&D* game system.

D&D has spawned dozens of imitators and is by far the best known role playing game (RPG) on the market. For a long time now computer gamesters who were aware of the possibilities of implementing it on a micro have waited for someone to take the leap. Now US Gold and SSI are out to answer their prayers.

Two games are being released intially. The first, *Pool of Radiance*, is a fantasy role-playing epic in which the player must sally forth to save the city of Phelan from an invasion of evil forces. You don't do this all on your own, however, since in true RPG style you first create a group or 'party' of characters – each with his/her own attributes – and then lead this party into action. Much of the interest in this sort of game comes from the identification you build up with the characters – and losing a favourite can be a traumatic experience!

The second game, *Heroes of the Lance*, is a more arcadey offering. Although you still control a party of characters with different attributes, the emphasis is on action as well as adventure as you descend into the ruined temple of Xak Tsaroth to destroy the dragon Khisanth and retrieve the fabled Disks of Mishakal.

These games have been long awaited. Both US Gold and SSI are obviously certain that they've given the programs everything they've got. Stand by for the definitive reviews in ACE, and meanwhile, enter the competition and start planning an adventure of your own – for real!



THE PRIZES

First prize is a stunning £600 travel voucher that you can spend in any way you choose. Blow it all on a trip for two to the grand old USA, or spend a few weekends in Paris, or saunter over to Bombay...You choose, you travel, but you pay for the postcards home!

Second prize is a complete set of *Advanced Dungeons and Dragons* books, worth up to £60. So even if you can't travel in real life, you can still travel into inner worlds of fantasy and imagination...if you've got the guts!

PACKED WITH FEATURES!

Just check out these *Pool of Radiance* features...

- Cities, dungeons, and encounters shown in 3D perspective.
- Personalise your heroes with their own weapons, armor, and colours.
- Up to 8 characters including two computer-controlled characters (NPCs) in your party.
- Four classes, six races, nine 'alignments' (moral attributes).
- Full adventurer's Journal supplied complete with history, maps, clues, and 'rumors'.
- Translation wheel to convert Elvish and Dwarvish into English.

WHAT YOU HAVE TO DO

Fill in the entry form on this page (a photocopy will do fine, but only one entry per household, please) and answer the three questions correctly, then post it off to us at:

SSI Competition, ACE Magazine, 4 Queen Street, BATH BA1 1EJ

Your entry must reach us before 6th October 1988. The first prize will be awarded to the first entry drawn at random from those entries received by the closing date above. Second prize will go to the second correct entry drawn. Get to it!

ENTRY FORM

NAME .....

ADDRESS .....

..... **TEL NO** .....

1. In Pool of Radiance, which city has been overrun by monsters?

.....

2. Which ruined temple do your party of characters penetrate in Heroes of the Lance?

.....

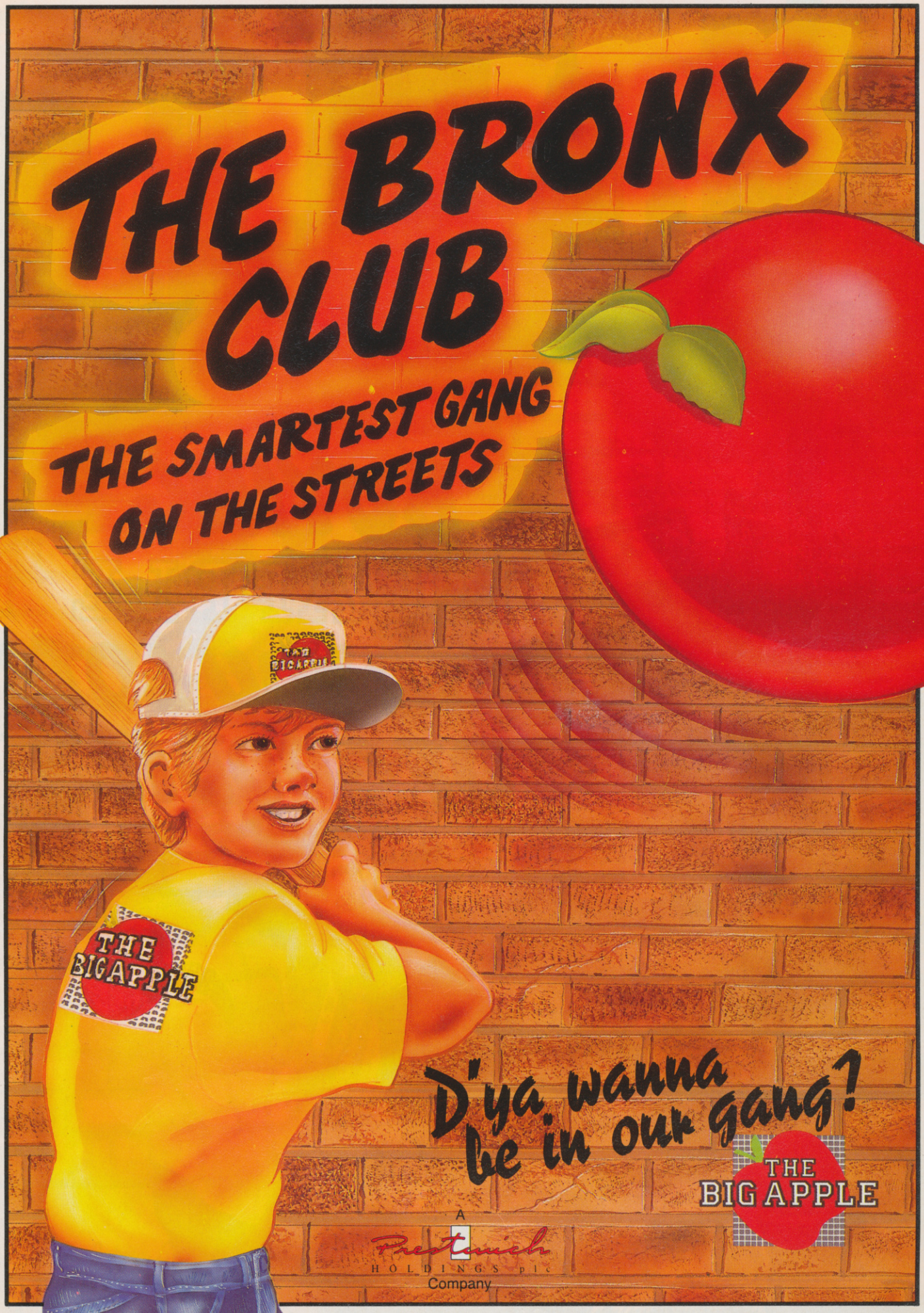
3. What does NPC stand for?

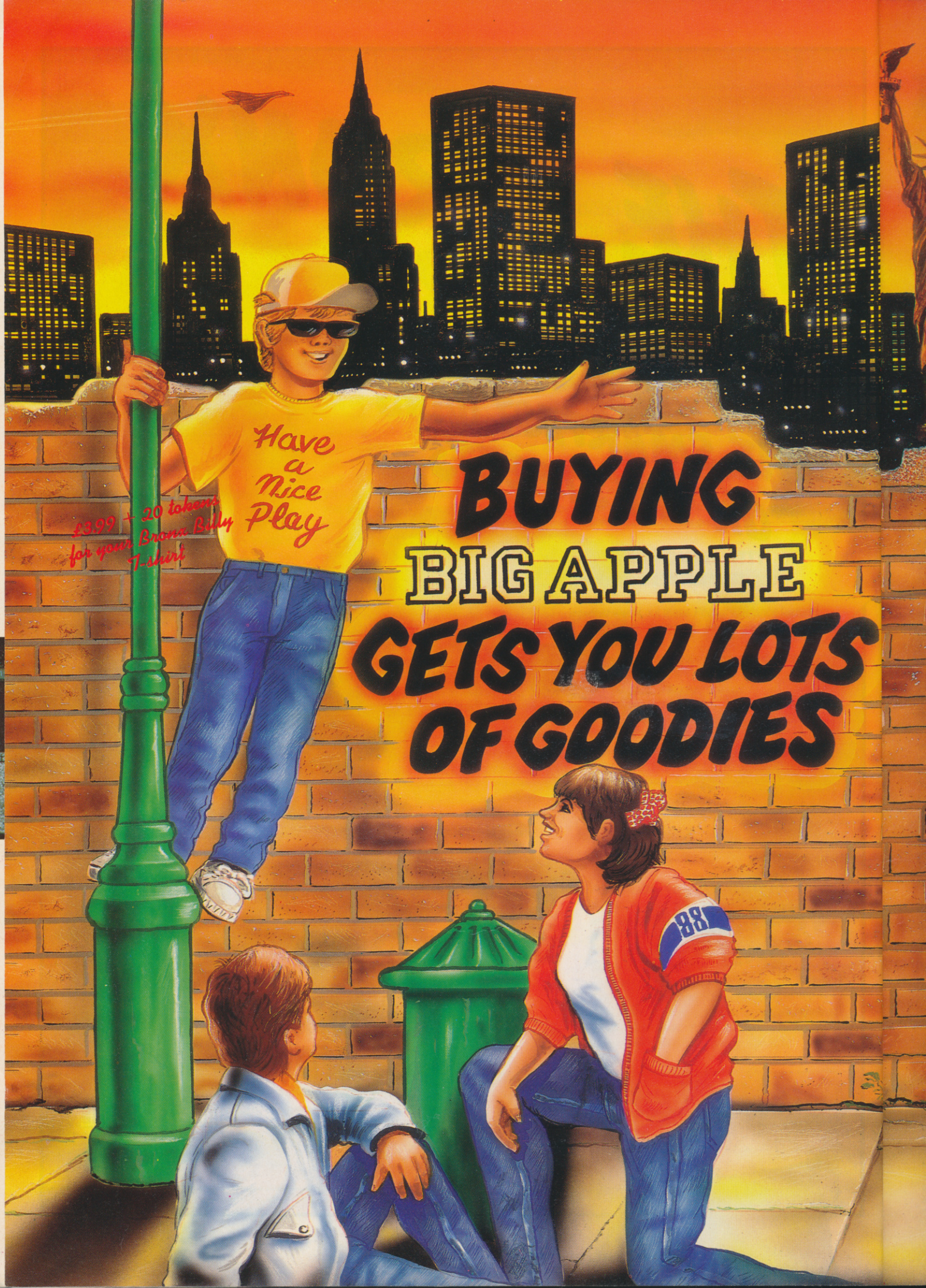
.....

What computer do you own? .....

THE RULES

1. Employees of Future Publishing, US Gold/SSI, or of any company involved in the sale and disiribution of ACE magazine are not eligible for entry.
2. Closing date October 6th 1988.
3. The decision of the judges is final and no correspondence will be entered into.
4. Only one entry per household.
5. No purchase of ACE magazine is necessary and photocopies of the entry form are acceptable.


THE BRONX CLUB
THE SMARTEST GANG ON THE STREETS
THE BIG APPLE
D'ya wanna be in our gang?
THE BIG APPLE
A
Prestwich
HOLDINGS plc
Company


Have a Nice Play
£3.99 + 20 tokens for your Brona Billy T-shirt
BUYING BIG APPLE GETS YOU LOTS OF GOODIES
88

* Free Membership
* Regular Newsletter
* Competitions and Badges
* Exclusive Games
* Advance Product Info!

Famous character T-shirts

Deluxe Sound pocket radio

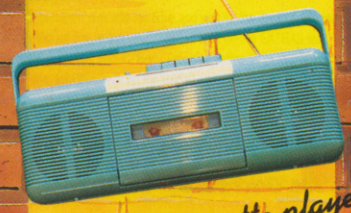
High performance compact discs

Top chart L.P.s

Plus

Cassettes, video films, peripherals, hardware, record and cassette storage cases, & lots more.

Designer sports Walkmans



Super stereo cassette players

Triple pack video tapes

'Super Star' beach towels

If you're street wise join The Bronx Club!

Join Bronx Billy in his club and gain access to an ever changing range of superb leisure products.

Simply cut off the Apple Tokens, found on all Big Apple products, and swap them for anything you desire.

Street Rules

THE BRONX CLUB

To join, simply send an 8" × 10" stamped addressed envelope to:
Bronx Billy, c/o The Bronx Club, P.O. Box 910, London N11 1TJ.

We'll Rush to You...

...your very own membership pack, including your personal membership card and number. Always remember to quote your membership number along with your full name and address, when corresponding with the Bronx Club.

Take Your Pick...

...you can choose absolutely anything you desire from the Bronx Club catalogue, so remember to save the Apple Tokens, found on all Big Apple products, and put them away safely in the envelope provided. When you've chosen your product and collected enough tokens, send us your order and we'll mail you your goods.

Freebies...

...upon enrolment you will also receive a FREE Big Apple Game Badge. Try and win more Bronx Billy merchandise by entering all our Club Newsletter Competitions exclusive to members.

Special Privileges...

...yes! you get specialist treatment too! We are releasing some fantastic games that are exclusive to the Bronx Club, so only you, will be able to play them!

No Obligation...

...You're welcome to use the Bronx Club as often as you like. There is no obligation to purchase or redeem tokens for products in order to retain club membership.

So don't delay, sign up today!

Signed
BRONX BILLY

©Copyright 1988

p.s.
Have a Nice Play

THE DECODER PROGRAM

This short program listing will DECODE the 4-letter codes printed below next to the prizes. It turns each code into a five-digit number such as the one printed on your ACE card. All you have to do is type-in the program using the instructions for your computer printed below.

Then RUN the program. It will ask you to input each of the prize codes in turn and will then reveal on screen the winning numbers. If your number comes up, YOU CAN IMMEDIATELY CLAIM YOUR PRIZE!

If you are unable to get the program to work, a list of the winning numbers, correctly decoded, may be obtained by sending a stamped addressed envelope to:
ACE October winners list, 4 Queen Street, Bath BA1 1EJ

C64, CPC, ST, AMIGA version

```
10 FOR A=1 TO 28:INPUT "Code";B$
20 B=0:FOR C=1 TO 4:B=B*26
30 D=ASC(MID$(B$,C,1))
40 IF D>90 THEN D=D-32
50 B=B+90-D:NEXT C:PRINT "Winning
Number is";B:NEXT A
```

SPECTRUM version

```
10 FOR A=1 TO 28:INPUT "Code";B$
20 LET B=0:FOR C=1 TO 4:LET B=B*26
30 LET D=CODE B$(C TO)
40 IF D>90 THEN LET D=D-32
50 LET B=B+90-D:NEXT C:PRINT "Winning Num-
ber is";B:NEXT A
```

TYPING IN THE PROGRAM

SPECTRUM

48K: Power on, and type the Spectrum listing in as shown, pressing ENTER at the end of each line. To get the word CODE in line 30, hold down caps shift and symbol shift keys together and press the letter I key. When you've typed all five lines in correctly, press R (for RUN) followed by ENTER. Now type in the codes one at a time, pressing ENTER after each one: the program will stop after you've typed in all 25 codes.

128K: Select 128K BASIC mode from the start-up menu and type in the Spectrum listing as shown, hitting ENTER at the end of each line. Type RUN, hit the ENTER key again and type the codes in as for the 48K Spectrum above.

C64/128

Type the listing in as shown, hitting the RETURN key at the end of each line. Type RUN (Don't use the RUN/STOP key), hit RETURN and then type the codes in one after the other.

AMSTRAD CPC

Type the listing in as shown, hitting the RETURN key (6128) or the larger of the two ENTER keys (464 or 664) at the end of each line. Type RUN and hit RETURN or the large ENTER key again - don't use CONTROL and the small ENTER key here - and type the codes in one after the other.

ATARI ST

Put the LANGUAGE disk in the drive and switch the ST on. Double-click first on the drive A icon and then on the BASIC.PRG icon to boot Basic. Type EDIT and press the RETURN key. Now type the listing in, hitting RETURN after each line, and press the F10 key when you've typed all five lines in. Now type RUN, press RETURN again, and type the codes in one at a time.

AMIGA

Switch on, put your 'Workbench' disk into the drive and wait for the desktop to appear. Now put your 'Amiga Extras' disk in the drive, double-click on the EXTRAS icon and then double-click on the AMIGA BASIC icon. Type the listing in as shown, hitting RETURN after each line, and then click on the BASIC (rather than the LISTING) window. Type RUN, hit RETURN and then type the codes in one at a time.

OTHER MACHINES

The 'C64, CPC etc' listing is standard MicroSoft Basic, so it ought to work on most micros. If you can't get it to work on yours, write to us for a list of winners — details of this are printed above.

RULES

1. This promotion is open to everyone with the exception of employees of Future Publishing Ltd and anyone involved in the distribution or retailing of Advanced Computer Entertainment magazine.
2. Ownership of the ACE card is limited to one per household.
3. Each four-letter code printed in the magazine corresponds to a winning 5-digit number on one of the ACE cards.
4. The codes must be correctly decoded using the program printed each month in this magazine.
5. Claims for prizes must be received by first post on the closing date at the latest. The value of any unclaimed prizes will be carried forward to future issues.
6. If, due to a production error, more than one person claims a single prize, the publishers reserve the right to divide the prize between the claimants.
7. In the event of any dispute, the decision of the publishers is final.

WIN AN AMIGA!

Has your ACE card come up trumps this month? There are 25 great prizes.

For everyone who's received a free ACE card (if not, see below on how to get one), here's another great opportunity to win prizes.

Using the **NEW** program (see **NEW PROGRAM!** box), just type in the 28 new 4-letter codes printed on this page. If the program converts one of them into your personal number, you're a winner!!

WE WANT A WINNER!

Note that we are now printing FOUR winning codes for the ACE card. If the owner of the 1ST CLAIM code hasn't claimed his prize by the closing date it goes to the owner of the 2ND CLAIM code. If he hasn't claimed his prize by then it goes to the owner of the 3RD CLAIM code...and so on. Should the 1st Claim owner claim his prize, the owners of the 2nd, 3rd and 4th claim codes automatically qualify for one of our SECOND PRIZES.

NEW PROGRAM!

In order to accomodate the **z** number of entries for the ACE card competition we've had to modify the program slightly. **MAKE SURE** you type in the revised program.

LOOK AT THESE PRIZES!

ONE 1st PRIZE: *AMIGA + COLOUR MONITOR*

1st claim **WZUW** 2nd claim **VNUZ** 3rd claim **YBUZ** 4th claim **UYAW**

FOUR 2nd PRIZES: *£50 of software – chosen from the ACE Special Offer pages*

The winning codes: **ZVVA • UTKY • YMUV • YAOR**

TEN 3rd PRIZES: *£25 of software – chosen from the ACE Special Offer pages*

The winning codes: **YUKW • UNSW • WMRC • ZFWF • WUDG • ZUVA • YGPG • WQVG • UZAF • YOHY**

TEN 4th PRIZES: *A year's free subscription to ACE magazine*

The winning codes: **YFZI • VGEZ • WNJK • UUXL • ZQIA • WKDE • YJMW • ZZME • VVTA • XYDR**

HOW TO CLAIM A PRIZE

If you are one of the winners, you may claim your prize simply by posting us your ACE card together with a note saying which prize you are claiming (and from which issue of ACE).

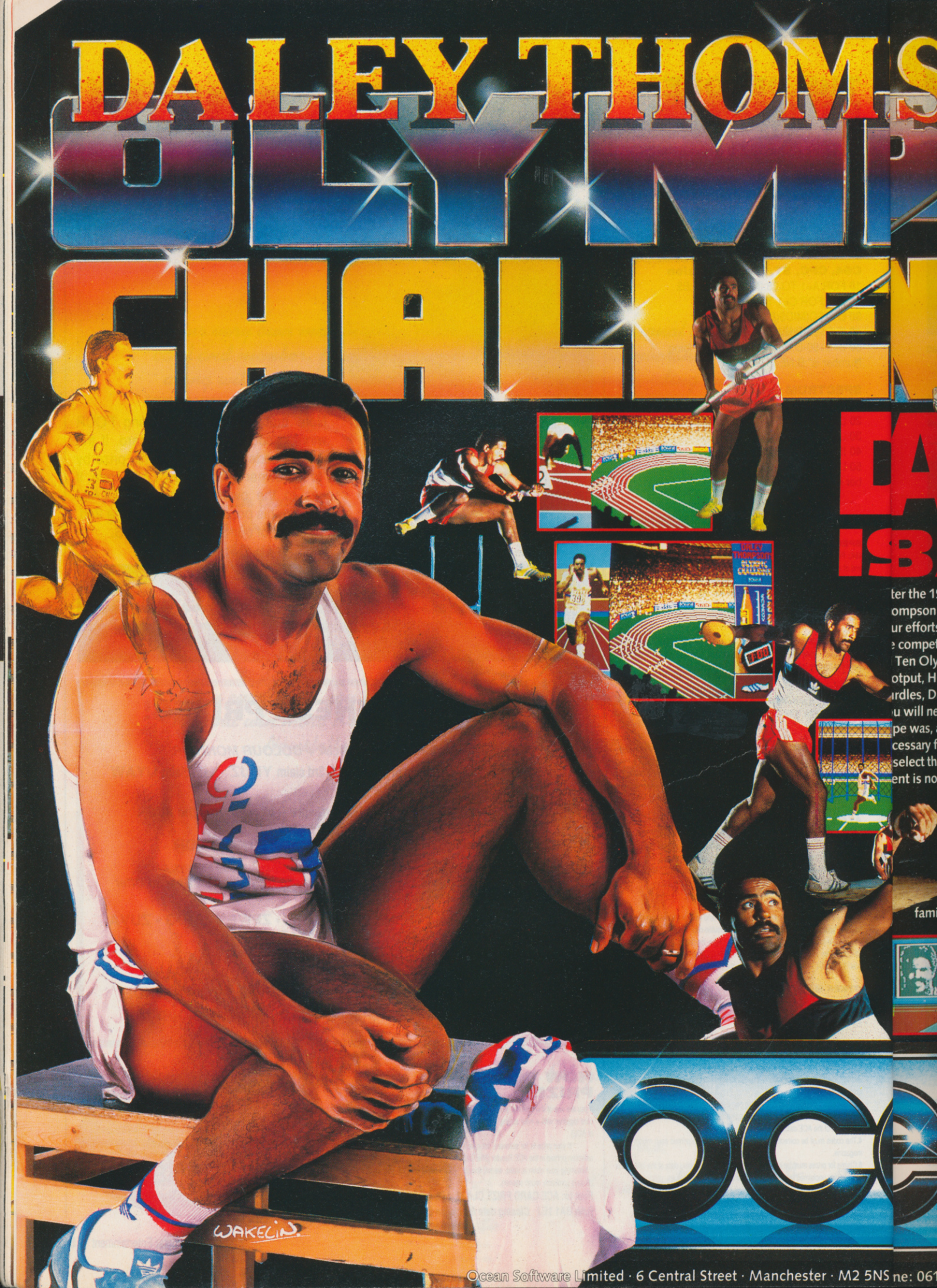
If your prize is for software, list carefully the software you would like from the selection printed in the ACE Reader Offer pages (111-112).

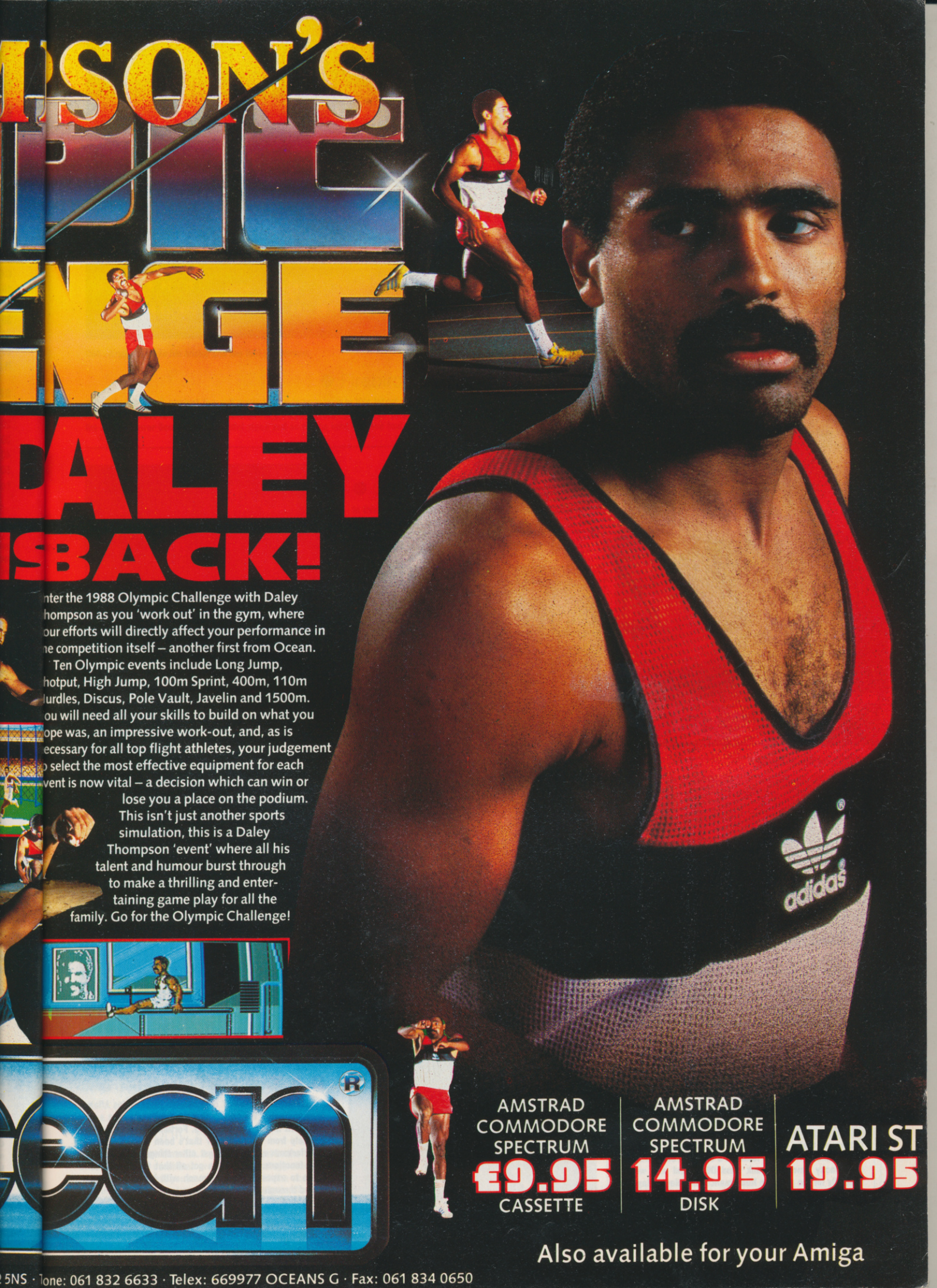
Assuming your claim is valid, we will forward your prize and return your card within 28 days (probably much sooner).

Post to: ACE CARD PRIZE CLAIM, 4 Queen Street, Bath BA1 1EJ ***Closing date for claims October 12th, 1988***

HOW TO OBTAIN AN ACE CARD

If you missed the April issue of ACE, you may obtain an ACE card free of charge by sending us a stamped self-addressed envelope together with a signed statement saying that neither you nor anyone else in your household already owns an ACE card. Apply to:
ACE CARD REQUEST, 4 Queen St, Bath BA1 1EJ
(This offer valid while stocks last).


DALEY THOMS
OLYMP
CHALLE
DA
198
ter the 1
ompson
ur effort
e compe
Ten Oly
otput, H
rdles, D
u will ne
pe was,
cessary f
select th
ent is no
fam
WAKELIN
OCE
Ocean Software Limited · 6 Central Street · Manchester · M2 5NS ne: 06


PSON'S
PIC
ENGE
DALEY
SBACK!
nter the 1988 Olympic Challenge with Daley
hompson as you 'work out' in the gym, where
our efforts will directly affect your performance in
ne competition itself – another first from Ocean.
Ten Olympic events include Long Jump,
hotput, High Jump, 100m Sprint, 400m, 110m
urdles, Discus, Pole Vault, Javelin and 1500m.
ou will need all your skills to build on what you
ope was, an impressive work-out, and, as is
ecessary for all top flight athletes, your judgement
o select the most effective equipment for each
vent is now vital – a decision which can win or
lose you a place on the podium.
This isn't just another sports
simulation, this is a Daley
Thompson 'event' where all his
talent and humour burst through
to make a thrilling and enter-
taining game play for all the
family. Go for the Olympic Challenge!
ean
AMSTRAD
COMMODORE
SPECTRUM
£9.95
CASSETTE
AMSTRAD
COMMODORE
SPECTRUM
14.95
DISK
ATARI ST
19.95
Also available for your Amiga
5NS · Tone: 061 832 6633 · Telex: 669977 OCEANS G · Fax: 061 834 0650

What have those software houses got cookin'? ACE takes its monthly look into the games oven to see how those hot forthcoming titles are doin'. Will they turn out to be finger lickin' good? Or just half-baked?

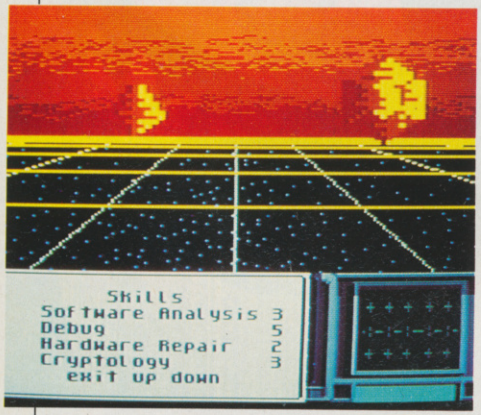
HEY, GOOD LOOKIN'

ST - Waste those soldiers...destroy those helicopters...

VETERAN
● Software Horizons

This brand new software house has been formed to produce top quality software for the 16-bit machines. One of their first games will be Veteran, an exciting simulation in which you take the role of a crack commando. The game features three seperate missions, with the final mission being the destruction of the enemy headquarters.

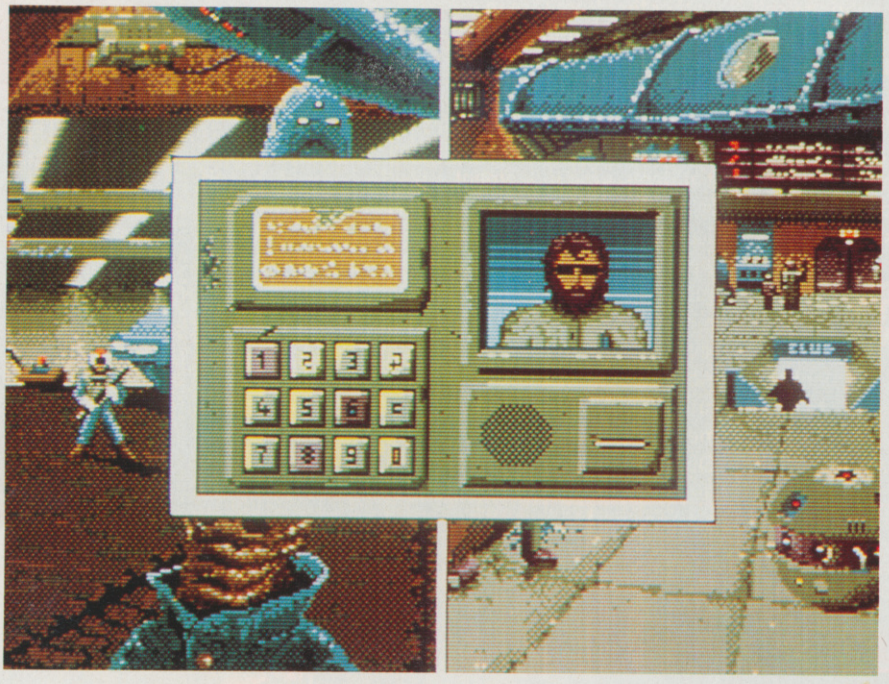
C64 - Dirty Den in Japan?



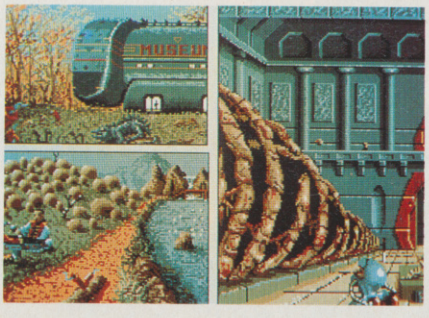
C64 - You'll need to improve your ratings if you hope to survive.

NEUROMANCER
● Electronic Arts

Twenty-first century Japan's the setting for this game based on the William Gibson novel *Neuromancer*. Gibson's credited with creating the science fiction sub-culture of Cyberpunk that's influence films like Robocop, Aliens and Blade Runner. The game features a digitised soundtrack by that wacky American punk band DEVO and was written specially for the game. In Neuromancer the player plays the part of a computer hacker looking out for better equipment and information. Have you got what it takes to break into government and corporate computer systems?



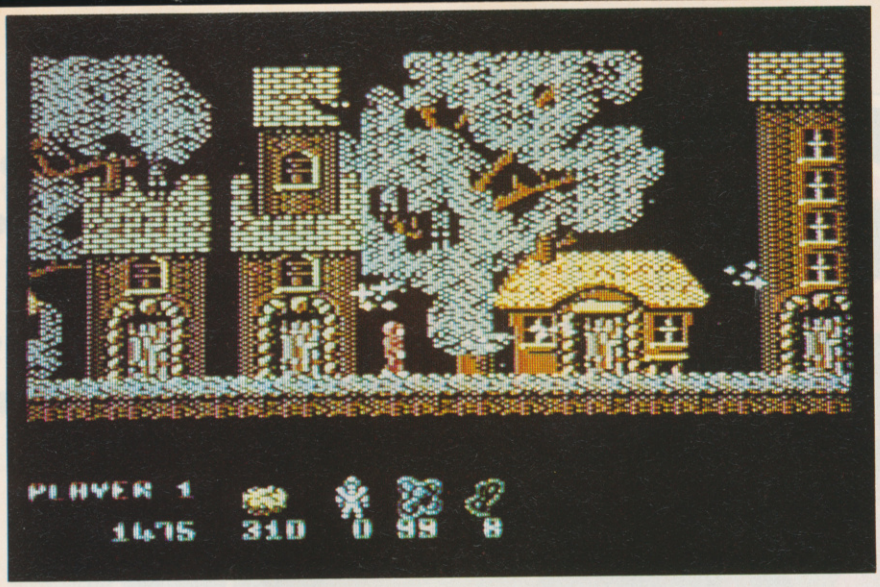
ST - interacting with a wall mounted information bank.



B.A.T. ● Ubi Soft

As a member of the BAT organisation (Bureau des Affaires Temporelles) in the twenty first century, you've got a very important mission to complete. Fortunately, you'll be able get help from the computer that's been transplanted into your forearm which (amongst other things) regulates your vital functions. The game's got all that Gallic flair we've come to expect from the French with all the action portrayed through on-screen windows.

ST - Stunning graphics, but then it is a French game



C64 - Kryllis is up to his tricks and the foul are abroad.

SOLDIER OF FORTUNE ● Firebird

A fight to the death against the evil mage Krillys is your task in this latest Graftgold game. Monsters stalk the streets and demons prowl the land and devour the unwary. Playing either Tartarus or Teron in this two-player game, you've got to return the Zodiac Power Source to its rightful place and so rid the land of these foul beings.

ST - Just one of over 60 game characters. Handsome devil isn't he?

THE BLACK ORCHID
● Mundane Software

Mundane Software are a new name in the software world, writing games specifically for the 16-bit machines. Their first game's called The Black Orchid and is a fantasy battle for one or two players on the ST.

The game takes place on an island split between good and evil. Both sides have one half of the Black Orchid Staff, and wants the other. But before you get the other player's staff you'll have to capture their citadel. The game's initially only available mail order.

Amiga - Good looking, let's hope it plays as well.

FUSION
● Electronic Arts

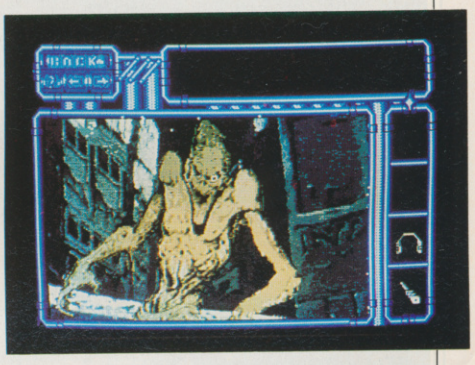
Another product that E.A. have developed in the U.K. is this game that combines arcade and strategy elements. In your spacecraft you're trying to collect the scattered remnants of an ancient and powerful bomb. Strategic planning is required as you locate clues, identify switches and find the right keys to open doors and move between levels.

LUXOR
● Software Horizons

In this space fantasy you have to battle through three planets of furious action to rescue a beautiful princess. The game was produced for this new software house by Paradox Software Ltd, who have some 20 16-bit titles to their credit.

ST - Waste those baddies etc etc.

PC - Just one of the game's many characters you're able to converse with.



ST - Why you should want to have anything to do with this charcater remains to be seen!

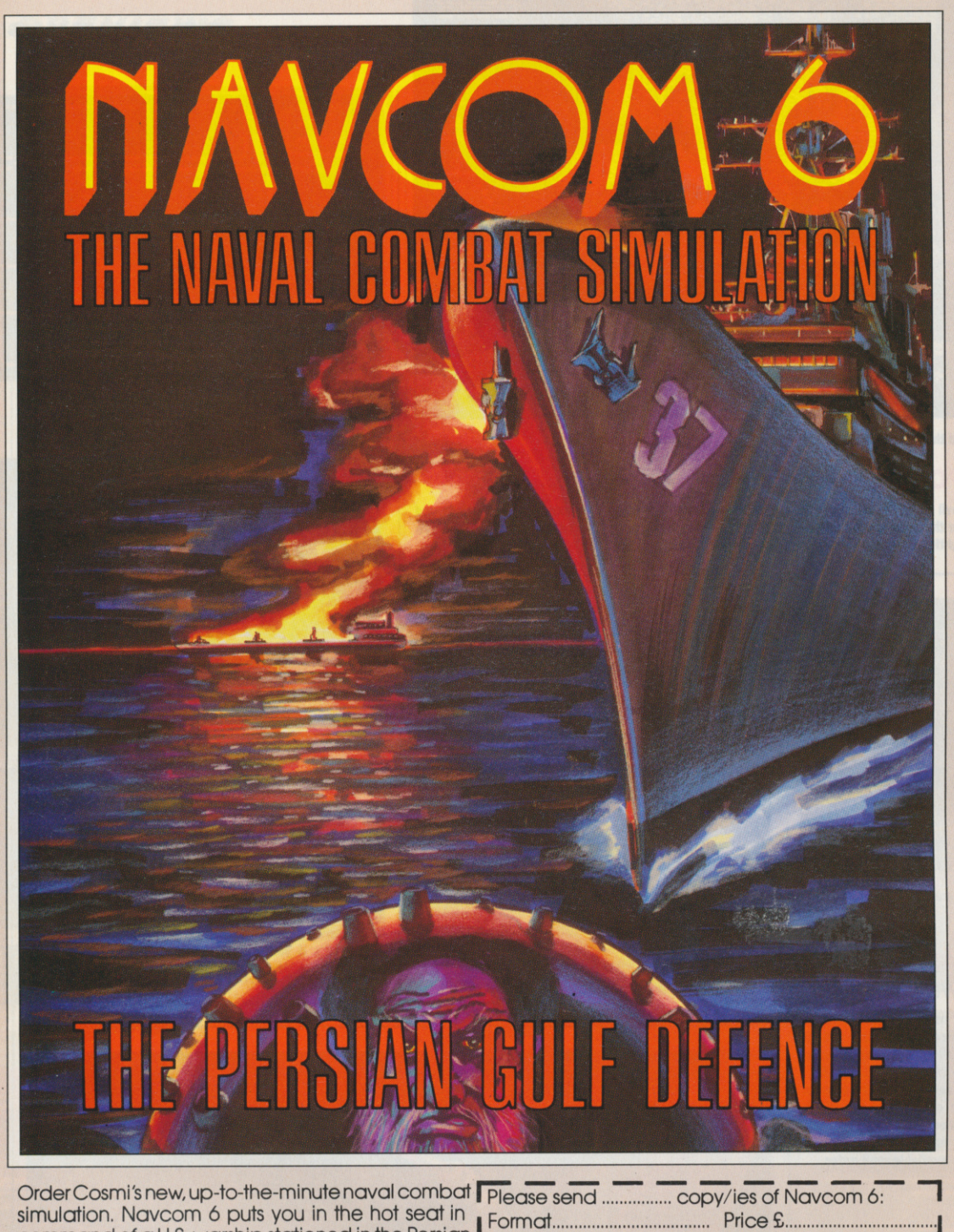
FINAL COMMAND
● Ubi Soft

In this game you play the part of a space mercenary. You've just been hired by a Confederation to retrieve the data banks from a space station that's been attacked by an unknown enemy, so you'll certainly have your work cut out. That's if you manage to figure out how to fly the space shuttle you've been lent and get there in the first place!

ST - Powering around the course, the leader's just ahead.

POWERDROME ● Electronic Arts

This looks likely to be E.A's first U.K. release that's been developed entirely on this side of the Atlantic. The game gives the player the chance to fly a futuristic space craft around a tortuous course of tunnels, bridges and roadways.



Order Cosmi's new, up-to-the-minute naval combat simulation. Navcom 6 puts you in the hot seat in command of a U.S. warship stationed in the Persian Gulf.

Experience the tension and drama of carrying out patrol, surveillance and escort duty in these troubled waters.

Your Aegis Missile Cruiser is equipped with one of the most sophisticated detection and weapon systems. You'll find yourself receiving authentic telemetry from airborne AWACS and navigational satellites, detecting and destroying explosive mines in the shipping lanes, and defending against boat raids and attacks by missile-laden jet aircraft.

But not every contact is hostile and the cost of making an error is high. Will you make the right combat decisions and judgements?

Dive into the explosive situation in the Gulf. Navcom 6 is available for IBM PC's + compatibles C64/128, Atari ST and Commodore Amiga computers.

Please send ..... copy/ies of Navcom 6:

Format..... Price £.....

(C64 disk £12.95 Cassette £9.95 IBM PC/compatible, Atari ST and Commodore Amiga, £24.95.)

Name(block capitals) .....

Address .....

..... Post code .....

I enclose £..... including £1.00 P&P UK only. (Overseas £2.00)

Cheques payable to MicroProse Software Ltd. Or debit my Access/Visa card.

Expiry date .....

No. ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

For more information on the Cosmi range please tick box ☐

COSMI

Tomorrow's Reality...Today

Cosmi, MicroProse Ltd., 2 Market Place, Tetbury, Glos GL8 8DA, UK. Tel: (0666) 54326 Tlx: 43422 MPS/UKG

WEATHER THE SEASONS

One thing we have in excess in Britain is weather! Whatever background scene you choose for a picture, if it is based on a local view you will have to make some decisions about the season and hence the weather shown. Using a computer makes this choice very much easier because, like most other aspects of computer drawing, it is simple to change your mind. This month we shall take the same landscape view that we drew in the last episode and transform it through the cycle of the seasons and changing weather patterns. How poetic!

Let us assume that you have drawn a landscape picture with a far view similar to that used in ACE 11 (If not, go and do that bit now – don't worry about the foreground, it's not used.). If possible you need to have a few colours spare in your palette, so work in the mode that uses the most colours. If your final picture is anything like our original it will have some foreground trees and bushes that are in the way. Sensible artists will still have a separate file with just the background on it. Load it up.

SUMMER LANDSCAPE

Picture 1 – Summer Landscape – shows a view with the distant countryside cut from the original as a brush/window, scaled to fit and positioned in the lower quarter of the frame with lots of sky showing. The sky is where the weather happens – in case you hadn't noticed – and for a hazy British summer it is shaded from pale blue down to very pale yellow. If you have few colours to choose from, just use the palest blue you have. If you only have the two – yellow and blue – try an optical mix of the two in five stages: pale blue in a band across the top of the sky, pale blue with a little yellow, yellow and blue mixed evenly, yellow with a little pale blue, then a final band at the bottom of the sky of just yellow. You will need to experiment with the pattern used in each of the mixes and the width of each of the bands. The effect is actually better on cheap monitors and T.V.s!

To exaggerate the summer effect you will need to choose bright, sunny colours for the landscape. If you have RGB sliders, increase the red one notch or decrease the blue. The fields should be pale greens – some of them olive green if you have it – and the trees a darker green. But wait – do not change colours by filling in with new ones, just alter the colours in the palette with the sliders (or whatever). This technique is the key to most of this month's work; the land will need very little drawing.

SUMMER SHOWERS

To be really accurate in your painting of the British landscape the one art you MUST develop is drawing clouds. It takes quite a lot of practice, but is well worth the time. Collect pictures of clouds whenever you see them in magazines etc. Have a loot at a book of the cloud studies of Constable, the famous landscape painter. They are some of the best ever painted. Look especially at the form of the light and dark regions.

If you have difficulty drawing the shapes then trace them onto transparent plastic (see ACE 6 – Light Tracery). It is even possible to stick the plastic onto a car or house window and trace direct from nature. This works for trees, houses and almost anything you might see from your window.

The cloud on the left can be drawn with just two colours – white (or very pale grey) and mid-grey. If you have a choice the shades should be quite close, and pure white should be reserved for highlights. As usual, work on a plain background and save all the objects. Draw the outline then fill with the pale tone. Clouds are almost always darker at the bottom, so fill the lower third of the cloud area with the darker tone. Using airbrush in short curved sweeps, paint the pale tone along the edge of the cloud nearest the light source. In the same way, break up the edge between the two tones, alternating the colour sprayed until a light, ▼

CONTINUED OVER PAGE

GRAPHICS GOLDMINE...

ACE resident pixel professor, Brian Larkman, continues his superlative DIY graphics course in this month's section, packed with tips on how to get the best out of your software and onto your screen...

What's more, Brian's joined forces with the rest of the ACE team to give you a glimpse of how games graphics are developed on pages 27 (more next month!), and there's news of matters pictorial on page 23.

Don't miss the next issue! There'll also be the first instalment of Pixel Post, in which Brian answers your queries about matters graphical. If you've got a pictorial problem, drop Brian a line c/o Pixel Post, ACE Magazine, 4 Queen Street, BATH, BA1 1EJ.

B . LARKMAN

AUTUMN SHOWERS

The autumn colours are perhaps a little exaggerated in this picture, but to create a striking effect this sort of subterfuge is often required, especially if the picture is going to be printed or photographed, as these techniques can cause a washed-out look. The palette colour sliders allow the fields to be turned an earthy brown and the trees a more golden colour. It may be necessary to change individual trees to get a varied range. They sky is transformed to an autumn effect by adding to the misty greyness toward the horizon. The blurring together of land and sky at a distance is enhanced by leaving out the lowest dark storm-cloud on the right.

WINTER SHOWERS

Almost the simplest effect is the impression of winter, provided there is snowfall. Using the palette colour sliders, make each field colour white and the trees and bushes a rich brown. When snow is on the ground and the temperature is low there is usually very little moisture in the air, so the sky is a deeper blue right to the horizon. This picture is exactly the same as Summer Shower except for the palette changes. In reality, the clouds should be slightly different in the winter, especially that on the left. If the large bank to the right were really full of snow it would be darker and have a slight yellow tinge.

▼ fluffy effect is achieved. Save each version and compare them, choosing the best for later use or improvement when you get better. Add the highlights last AFTER saving. Start at the top of each section of cloud and draw down, round the curve slightly into the body of the cloud at the bottom of the stroke.

The streams of rain were a series of rubber banded lines in various tones of grey. Use spray in the background colour to thin out the lower section and break up the bottom edge. The rain on the right cloud was blurred with smooth in *DPaint*.

The cloud on the right is drawn in a similar way, but the top half stretching high into the sky can be drawn almost totally in white, providing the lower part is well shaded. The lowest section can use a much darker grey if you have one. These storm clouds are often much longer and narrower (lenticular). If you are using *Deluxe Paint*, experiment with and and the greys of the default palette set as a range.

OVERCAST SKY

Although a snow-coloured landscape is the most romantic impression of winter, the truly typical view is unfortunately more likely to be of an overcast sky – in almost any season. In these conditions the sky will be plain grey or have waves of slightly different tones of grey, so the pale blue and yellow of summer in your palette should give way to mid and light grey respectively. Similarly, the land will have a washed-out look. Using the more sophisticated paint systems it is usually possible to alter the colour balance using Hue, Saturation and Value (H, S and V) sliders rather than R, G and B ones (see ACE 10). To get a washed-out look the saturation of each field colour is decreased (the amount of white in the colour is increased).

ARTSTORE

Even if you are a very capable computer artist – and you must be by now if you have kept up with our DIY section – there will be times when you quickly need a graphic image to incorporate into a particular picture. If you have an Amiga a digitiser helps, but often it takes as long to get a crisp 32 or 16-colour image from a 4000-colour HAM picture as it would to draw it from scratch. The best any other machine can provide is monochrome or false colour digitising. What you need in these situations is clip-art.

Most of the major software companies who market graphics programs also have clip-art collections of full screen pictures and 'brushes' on disk that can be purchased to build up a library of images for later 'mix 'n' match' use. For example, Electronic Arts produce Art Parts #1 and #2, Seasons and Holidays, Art and Utilities etc, each of which contain hundreds of images. Some of these you could draw yourself in minutes, but the majority – especially on Arts Parts Vol 1 – are excellent. Electronic Arts tel: 0753 46465.

A cheaper way to build up a library of images is from the public domain. A growing number of clubs and shops are selling P.D. software, but the quality of what you get and the price you pay can vary enormously. 17 Bit Software in Leeds have a collection of approximately 140 Amiga and 140 Atari St disks, of which about 20 of each are graphics-oriented with a wide range of subject matter. They seem to have made an effort to weed out the dross and make their disks easy to access and very cheap. The ST disks, for example, come with a utility to change file type (*Degas* to *Neo* etc) and resolution. A free catalogue disk – Update – is available from P.O. Box 188, Leeds LS1 6BS, tel: 0532 420043.

RAINBOW

After a summer storm, what could be more natural than the magic of a rainbow? Provided the order of colours is correct, a rainbow should be a simple feature to draw. There are one or two problems, however. Working on a background screen, position a centre mark as near the centre as possible. Using this centre, draw a series of concentric rings about 8 pixels apart, starting with red on the outside and working through orange, yellow, green, blue, indigo and violet (Richard Of York Gave Battle In Vain). The gaps between each circle should be filled with the correct colour. But what is the correct shade? An elementary mistake is to use much too saturated versions of the colours. Very pale pastel shades are most realistic, even high in the sky. If you have the facility, use the Saturation slider to lower this component of the colour. Do not worry if you cannot find the exact shades. As long as very pale red, yellow, blue and violet are there, the required illusion be be created.

If you examine a real rainbow, two features will be visible. First, the sky within the curve seems to be slightly more vivid (saturated) than that outside and, second, the rainbow will appear very much fainter against the land than the sky. The first can be simulated easily if you have enough shades of sky colours. The second is slightly more difficult. In this picture some of the landscape colours were 'protected' (using stencil) so that the rainbow only affected the sky. A few colours (selected by trial and error) were left unprotected so that a little of the rainbow's hues could be seen against the landscape. This sort of effect is very easy when using an omni-colour paint system like *DigiPaint* or *Spectrum 512* with blend selected.

LIGHTNING

The most spectacular weather effect is lightning. Computers are particularly good at simulating electrical phenomena of this kind because they show a very great contrast between light and dark areas. Also, unlike the cliched lightning fork, true lightning is very irregular, as it follows the path of least electrical resistance down to earth. In that circumstance the normally annoying 'staircasing' effect of low resolution screens is almost an advantage.

The picture of lightning here was produced using *Deluxe Paint* in Shade Mode. Similar effects can be achieved with a little more effort using any package, as long as enough colours are available.

Purple is not normally the colour produced by lightning, but it seemed appropriate for this image. The original range of sky colours (pale blue/pale yellow) was changed to pale/deep purple. Using a large, irregular brush in the shade mode the sky was jumbled, first with lighter shading (left button) then darker (right button). With other systems the sky could be left one colour.

The lightning bolt was drawn separately, using a photograph as a guide to the degree of zig-zag (trace one if you like). Using left button shading (lighter), the purple glow was drawn on in the appropriate place. If shading is not available, use exclude colours or some other method to change the colour of the 'bolt' and paint on the glow, if possible using a paler tone nearest the actual bolt. Finally, the bright white bolt of forked lightning was positioned at the centre of its 'glow'. A finishing touch can be added by darkening the edges of the visible landscape.

GRAPHIC ACCOUNTS

EUROPEANS *ARE* TO BE TRUSTED!

Further to our comment about Electronic Arts policy regarding protection (or the lack of it) on their productivity software, especially the *Deluxe* series, it now seems that Europeans are to be trusted after all. As of now, all PAL versions of E.A. productivity software will be available unprotected, making transfer to hard disk and general usability much easier. Existing owners can upgrade for between £5 and £15, depending on the product. Phone E.A. Customer Service for details, on 0753 46465.

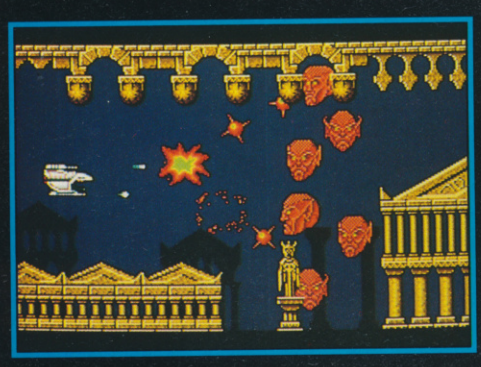
Speaking of Electronic Arts, there is now a PAL version of *Deluxe Video 1.2* available – and it is unprotected. *Deluxe Video* has always had its limitations (maximum of 16 colours) , but it is still the most versatile desktop video system available for the Amiga. Now you can use it in that ugly black space at the bottom of your monitor and produce FULL screen video animations with sound, music and special effects by the score. (DELUXE VIDEO 1.2 PAL Electronic Arts £69.95)

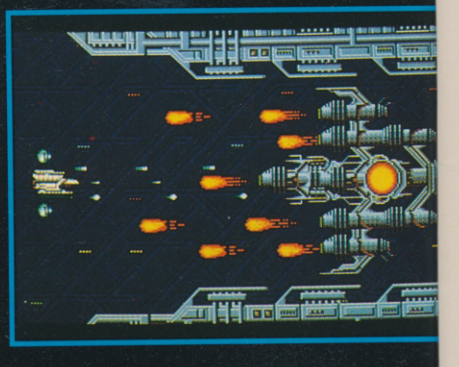
Can anyone produce a straightforward, non-HAM paint program for the Amiga to rival *Deluxe Paint II*? Well PAR (Professional Automation Resources inc.) of Vancouver think that the latest version of Express Paint can do just that. amongst its numerous abilities are almost DTP text handling – justification and flood filling of text, even of WP files – Postscript laster support, multiple levels of undo' ExtraHalfBright colours and huge canvas size. Taste and try before you buy! EXPRESS PAINT 2 (P.A.R./Amiga Centre Scotland £58)

DigiView from NewTec was the first and best HAM digitiser for the Amiga – and it looks like holding onto the crown with the latest upgrade of the software, *DigiView 3*. New facilities include normal or severe overscan, 64-colour extra-halfbright mode support, line art mode and a much better setup menu. The hardware remains the same, requiring a special adapter for Amiga 500 and 2000 use. DIGIVIEW 3 (NewTec/ Amiga Centre Scotland £165)

Anyone who has used Dr. Eric Graham's *Sculpt3D* or *Animate 3D* will realise howwondeRful this software is and how unlikely it is that it should ever need an upgrade (what, me biased? – never!). Nevertheless, an upgrade (version 1.216 is now available, to registered owners ONLY, from Amiga Centre Scotland, price £4.

MENACE





MENACE is a pure arcade game — a fast action packed journey through six very different worlds where lightning fast reflexes and furious fire button action are your only hope of survival.

Your mission orders are simple, you must destroy the planet Draconia. In theory possible, in practice . . .

The planet Draconia, an unnatural planet, has been formed over many centuries by six of the most feared rulers that have ever existed. These rulers, exiled from their home galaxy, have ravaged and plundered space, using the worlds they have destroyed and the life forms they have created to build this planet of fear and death.

Now an end must be put to their reign of terror. A large scale attack will prove too costly to our space fleets. Draconia has many orbiting defence systems, the sacrifice may be in thousands of lives. A single fighter craft, approaching undetected, may have a chance to avenge those who have perished, by destroying Draconia. You have that chance . . .

AMIGA — £19.95

ADDICTIVE ARCADE ACTION

PSYCLAPSE — A NEW LABEL FROM PSYGNOSIS

PSYGNOSIS, FREEPOST, LIVERPOOL L3 3AB, UNITED KINGDOM
Telephone: 051-236 8818

Access VISA

PSYCLAPSE

PART TWO

PIXEL PROFIT!

GRAPHICS

A picture tells a thousand words. It can also sell a few thousand games. This month and next month we'll be looking at graphics and visual games design – two areas of increasing importance in computer software. If you want to cast your image on the silver screen, read on...

Back in the good old days, the attic programmer was a law unto himself. He not only conceived his own games, he also coded them and designed his own graphics to go with them. As much as the gameplay, sprite and background design was often the most recognisable feature of a programmer's work. Gamesters were quick to spot the satirical sprite designs of Jeff Minter (*Revenge of the Mutant Camels*, *Mama Llama*) or the character-based scrolling screens of Tony Crowther (*Potty Pigeon* and *Loco*) to name but two.

In retrospect, we can even see that the success of these pioneers was due almost as much to their skill as graphics artists as it was to their coding. Tony Crowther's *Potty Pigeon* wasn't a technically brilliant game, but boy! did it look good! Programmers made us laugh at hordes of attacking WC's, marvel at background detail, and applaud the degree to which they exploited the colour limitations of their machines. Even then, graphics – as well as game ideas – were selling games.

Nowadays the whole ball game has changed. As competition mounts, the software houses have seen the importance of graphic design in games and brought in people specifically to work on this aspect. There's a constant demand for people with pixel skills in software development. What's involved, and could you join in?

There are three basic graphic tasks involved in the production of a good game:

● THE LOADING SCREEN.

This single screen image can be prepared independently of the rest of the game and patched onto the finished program. Since it's the first thing the player sees, it has to be striking, make excellent use of the machine's colour capabilities, and get the most out of whatever resolution is available.

Two skills are needed here: first, the ability to form coherent, well-proportioned, well-drawn images; and second, a degree of graphic artistry in designing the type-face displays for the text (the name of the game and other information) that may appear on that first screen.

Because loading screens can be prepared independently, it's a possible task for freelance computer artists. You can use your favourite art package and save the picture as a standard screen file for the software house to integrate into the finished program. You do, however, need to know the program intimately so that you can design an image that properly conveys the excitement of the game.

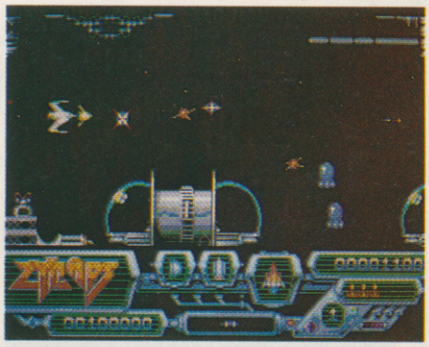
● THE BACKGROUNDS.

Barbarian II (Palace) – The background here is just decoration. The sprites don't interact with it, so a freelance designer could have produced it working independently.

The action of a game usually takes place against a graphic background that may consist of a single screen, a continuous scrolling display, or numerous individual 'location' designs. Compare the background display in *Barbarian*, for example, with that in Star Ray (see this issue).

Together with the design of the sprites (see below) the background is essential in maintaining the graphic quality of the game. In most cases, designing it will involve close liaison with the programmer, even down to the level of plotting individual pixels on dummy screens beforehand. The approach will vary from game to game, and particularly depends on whether the program is 'reading the screen' to determine sprite behaviour and other actions.

For example, certain shoot-em-ups treat the background as simple scenery to add atmosphere to the game. You can't crash into it, and its only role is to raise the adrenalin factor. By way of contrast, an arcade adventure may entail a sprite hopping from one platform to another, or making its way through a maze. Different game mechanics make different demands on the background artist.



Zynaps (Hewson) – The background is an integral part of this game – crashing into it costs a life – so you'd have to develop it in co-operation with the programmer.

● THE SPRITES

Designing a successful sprite isn't as easy as it may appear. You must be able to use colour efficiently to create a sense of detail that may not be allowed by the poor resolution of the display. Even more importantly, you must be able to create realistic animation sequences by designing a series of

frames (as many as 16 for each sprite, sometimes even more) showing the 'in-between' positions of the various elements of the figure.

Since there may be many sprites in a game, you also have to keep a close eye on available memory. Sprites – especially large ones – can really swallow up RAM. Space is a problem with all graphics programming, but it's often the sprites that cause the most trouble and sometimes you just have to compromise.

The rise of the 16-bit machines has placed an even greater emphasis on graphic design in games. If you're keen on putting your pixel prowess into practice, then there's no shortage of possibilities. There are two main ways of working as a graphics artist – either in a development unit or as a freelance. Several software houses commission development units to produce their games while others use freelances, and most use a mix of the two. Check out the info elsewhere on these pages.

HOW THEY WORK...

Incentive have a four-man full-time development unit with one member working solely on graphics. They also employ freelances occasionally.

'Your best chance of finding work for yourself is to send software houses demos of what you can do. Show how good you are by demonstrating a variety of techniques, so if you can animate sprites well, prove it! We do use freelances from time to time and as they often don't get too involved with the game design or programming, they can usually work to a brief from home. But it does depend on the type of game that's being produced. The pay can be good but there are lots of competent artists out there – you have to be special to earn a name for yourself'.

Ian Andrew, Incentive

U.S.Gold have no in-house development unit and contract work out title by title to various development houses:

'Anyone with the talent could do well. Any demos we receive are looked at and sometimes we'll pass them onto one of our development units, of which we have between 10 and 15 working on various projects'.

David Baxter (Development manager for Go! Capcom and Rainbow Arts)

Hewson use freelances, but only people they know are good on a particular machine...

'Anyone hoping to break into the graphics business should start by looking at the PC and 16-bit machines. Someone might do the lead version of a game on, say, the ST and another person do the conversion to the Spectrum because they know the machine inside out and know how best to give a game that visual impact. The only way into the business if you're an unknown is to spend a lot of money sending disks of your work to software houses'.

Andrew Hewson

GET A LOAD OF THAT!

What are the prospects for computer artists who want to try their hand at loading screens?

First, there is the choice between working as a freelance or as a salaried employee. Many software houses do not use freelance contributors at all – Microdeal's specialists all work in-house – while others prefer to deal with programming teams rather than individuals. Ian Mathias (Software Manager at **Virgin**) recommends that 'Artists should get together as a programming team rather than send in loading screens, audio etc individually.' About half their games are produced in-house by the Gang of Five, while the rest are commissioned from outside development teams. Ian explains that 'It has proved too much hassle in the past to try to combine different elements.'

Andrew **Hewson**, however, welcomes submissions from individuals – loading screens on their own are fine – although 'large geographical distances could be a problem when arranging schedules'. David Darling of **Codemasters** was equally encouraging. 'We are always on the lookout for good graphic artists.' No more than 1-3 samples of the author's best work should be sent in, including conventional artwork for packaging for that matter. Material sent in would not be used, but it would give them an idea as to whether an artist was worth commissioning – and not just for loading screens, either. 'Artistic talent is rarer than technical ability, and we've found it easier to train people to do sprites and animation than it is to train technical people to be creative.' So you could end up doing the graphics for the whole game, just from sending in samples loading screens. You think it never happens? That's how Neil Adamson, who's now doing the graphics for *Dizzy 2* and *Advanced Pinball Simulator* started. He sent in samples of alternative loading screens for other companies' games, and we liked them better than the originals!

David Darling of Codemasters – 'Always on the lookout for artists.'

But what about money? David Darling again – 'We pay around £80 to £100 for a loading screen, while for a complete game it depends on the type of game – say £200 to £1000.' Andrew Hewson was less specific about loading screens. 'It could be very lucrative – if you were good.'

Freelancing is not everybody's cup of tea, however – what about a full-time job? Well, actions speak louder than words. Send in samples of your work, and wait for a reply. Codemasters are currently looking for a graphic artist to work in-house, while Virgin's Ian Mathias explains that 'it can simply be a case of your work dropping on the right person's desk at the right time – that's how I got my job!'

● SHOTS IN THE DARK

Taking a picture of the image on your monitor or TV set isn't quite as straightforward as you might think. Mastering the art of screen-shooting can be a useful process, both for submitting work to software houses and making prints of your work for inclusion in a portfolio. Peter Coupe gives you some tips...

Having spend countless hours producing your on-screen masterpiece, it's a bit of a shame that it has to disappear when you pull the plug at bedtime.

Of course, if you happen to own, or can borrow, a halfway decent camera the problem is solved, You can make hard copies, in full colour, of anything you can throw up (if you'll pardon the expression) onto the screen.

HARDWARE

You'll need a 35mm single lens reflex camera. Any make will suffice, as long as it is possible to fit additional lenses, and it has shutter speeds of 1/8th of a second and longer.

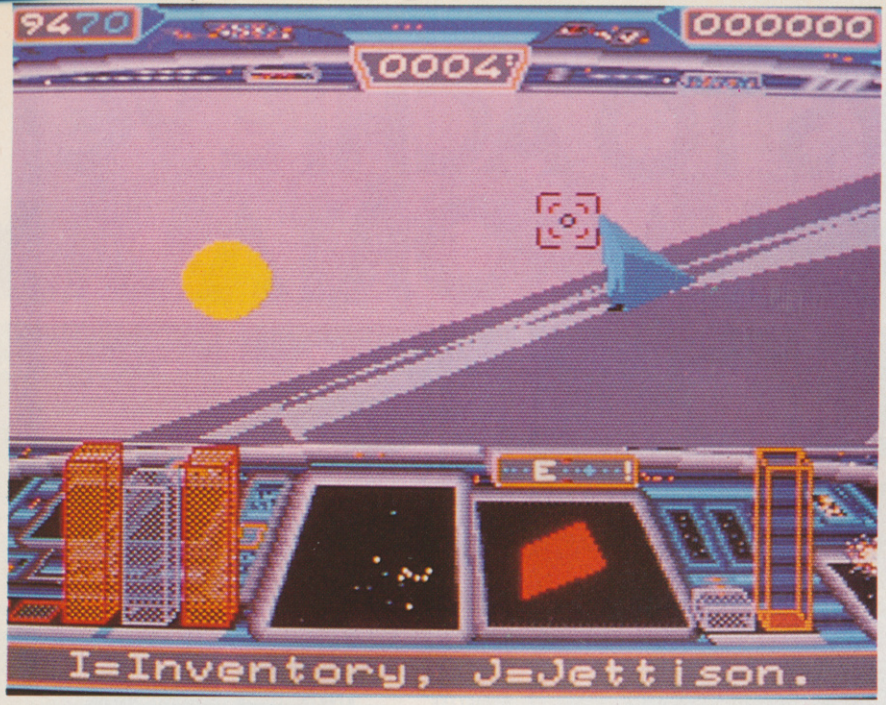
The best lens to use is a 135mm – a short telephoto in the proper photo jargon. This length of lens will flatten out some of the curves at the edges of the screen. Of course, if you have a zoom lens which has this length included (70-150 or 80-200 for example) then you can use that just as easily. If you only have access to a standard lens you could try a 2x teleconverter, which will double the lens length to about 100mm, which should at least get you in the ball park.

You will need something to support the camera, to keep it steady during the exposure. The exposure times will be too long to allow you to hand-hold the camera. A tripod is the ideal solution, but a stack of books, a table, and some blu-tack will all work more or less. The steadier the camera, the sharper the end result will be.

Shoot in the dark if at all possible. Always ensure that there are no windows or lights reflecting off the monitor screen. The only way to ensure that this problem is to overcome is to black out the room entirely or rig up an arrangement of blankets or something similar covering the monitor and cutting out incident light. Note that reflections on the screen which are too faint to detect easily with the naked eye may still show up on film.

SOFTWARE

Almost any type of film will do. Black and white or colour, prints or slides. If you are



This shot was taken at 1/4 of a second. It's perfectly OK.

using colour film make sure you get one that is balanced for daylight. With some darker screen displays you may find that if you have a lens where the maximum aperture is f4 or above, a faster film is necessary – Ektachrome 400 slide-film, for example.

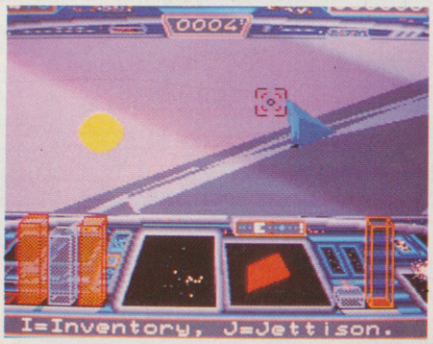
The best thing is to do a dummy run with your camera and exposure meter before buying the film. If you can get away with it, use Kodachrome 64 ISO slide film, which is about the most popular film stock in the printing and publishing industry.

For colour prints for social, domestic, and pleasure use, any colour print film should do, though I would personally recommend Kodacolor Gold 100 ISO, simply because I've used it and been happy with the results.

SHOOTING

Computer monitors can give a contrasty image, and you should lower the contrast control a little when photographing your masterpiece if the monitor/TV/allows this.

The camera exposure meter will usually give an acceptable exposure reading with most displays, though note the point above



This shot was taken at 30th of a second. Notice the shadow across the screen.

about faster film speeds. When setting up, ensure that the camera is square with the screen and that the artwork fills the frame. If you have difficulty getting the proportions right and have a telephoto with a macro facility, try moving the camera right up close and using that.

Keep the shutter speed at 1/8th second or less (this is why you need a tripod). You can try 1/15th of a second if absolutely necessary but you won't always get away with it. Bracket the exposure on either side to be absolutely sure – i.e. if the meter says f4, take three shots at f3.5, f4, and f5.6. If you don't have a cable release, use the self-timer to avoid jarring the camera when you press the shutter release. Don't let the shutter speed drop below 1 second – funny things can happen to the colour balance, contrast, and exposure time of films below that speed.

When you hand in your roll of exposed film for processing, do remember to tell them what you've been up to. Photographic laboratories use machines to cut negatives into strips, and without the proper frame lines (which won't exist, because you haven't been taking 'proper photos') they will just head for the nearest strip of black and start slicing. You could end up with your best half dozen frames snipped neatly in two.

One last word: taking a picture from a computer screen will always be a shot in the dark. Results vary, but if you follow the guidelines above you should find that most of the pictures come out satisfactorily.

WHY SO SLOW?

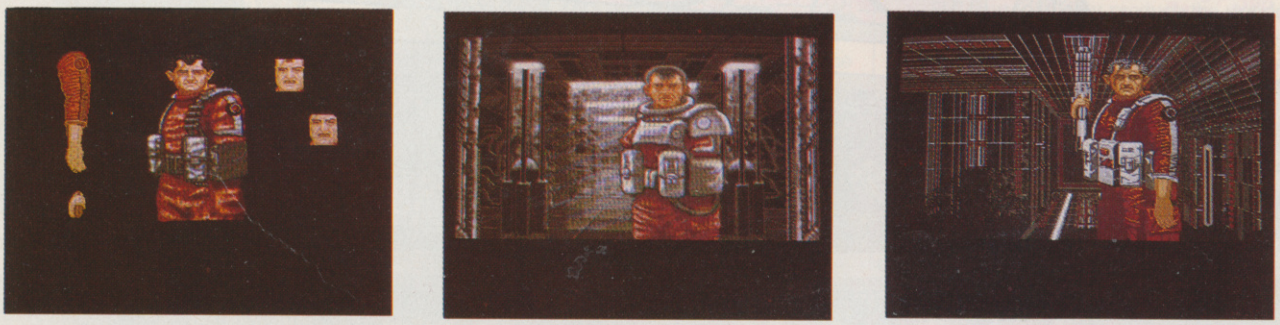
The reason for needing the slow shutter speed when taking screen shots is not due to the low light of the display, but the method in which the image on your TV set or monitor is built up.

A beam of light traverses the screen in horizontal lines, starting at the top left of the picture and travelling downwards. The phosphor fluoresces when struck by the beam and the process is repeated 50 times a second.

At faster shutter speeds, you may notice a dark band across the display. The camera has caught the beam travelling down the screen and the phosphor cells previously illuminated are now beginning to 'decay' before being 'refreshed' again by the beam on its next 'sweep' down the screen. Using a longer shutter speed ensures that the beam 'sweeps' the screen several times during the exposure, reaching the phosphor cells that a faster exposure might not catch...

NEXT MONTH: BIRTH OF AN IMAGE

We stick with graphics development next month as we look in detail at the graphics techniques and working methods of Psygnosis – a software houses whose recent 16-bit titles have won much acclaim for their graphical presentation.



Three stages in the development of the graphics displays for Psygnosis' *Obliterator*. The sprite designer has come up with figure, which is amended by common consent amongst the development team and then incorporated into the background, as developed separately by another team member. Find out about the whole process next month...

23 WAYS TO ACHIEVE SPORTING IMMORTALITY

FIGURE SKATING

100M DASH

SPEED SKATING

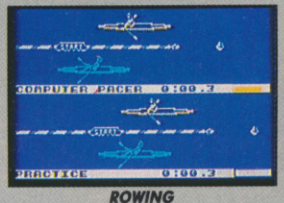
HOT DOG

FREESTYLE RELAY (SWIMMING)

SKI JUMP

BOBSLED

TRIPLE JUMP

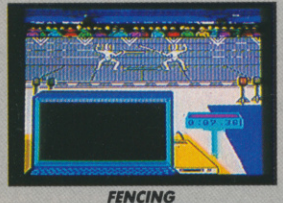


ROWING

JAVELIN

SHOW JUMPING

HIGH JUMP


FENCING

CYCLING

SUMMER GAMES I & II – Brand New on Spectrum and Amstrad

Screenshots taken from CBM 64/128, Spectrum and Amstrad formats.

CBM 64/128
£14.99c, £17.99d
SPECTRUM
£14.99c, +3 £17.99d
AMSTRAD
£14.99c, £24.99d

U.S. Gold Ltd
Units 2/3 Holford Way Holford,
Birmingham B6 7AX. Tel: 021 356 3388

EPYX® U.S. GOLD®

CANOEING

POLE VAULT

BIATHLON

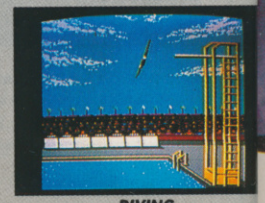
GYMNASTICS

FREE SKATING

100M FREESTYLE (SWIMMING)

SKEET SHOOTING

4 x 400M RELAY

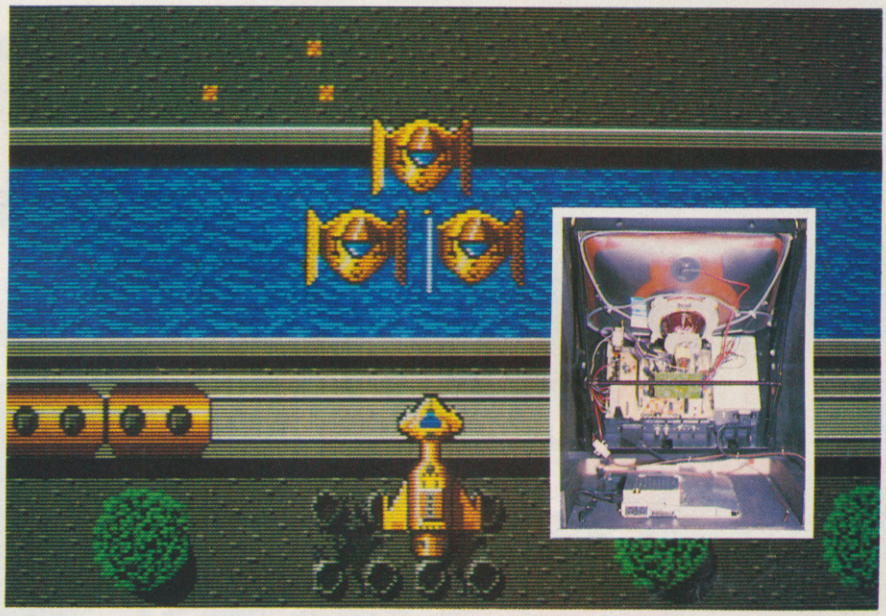

DIVING

REVOLUTION!

An arcade machine is an arcade machine is an arcade machine, right? Wrong. A Midlands coin-op company have spent the last year developing an arcade system that could revolutionise the coin-op industry.

The company are East Midlands Leisure, who (as reported in ACE issue 8) are based in South Witham, near Grantham (the home town of Margaret Thatcher) and have been involved in the gaming machine business since 1963. EML became a limited company in 1980 and continued operating gaming machines until 1985, when they switched to manufacturing them. They currently employ some eight people. In June/July 1987, EML's Development Engineer (Alan Nelson) and one of the company's directors Daryll Beecroft, got their heads to together and came up with the INTEC Video System.

What makes the Intec system so revolutionary is the fact that you never have to change the motherboard. Your standard arcade machine is a complex beast consisting of the machine hardware (the motherboard that controls the game), a monitor, control panel and coin mechanism. If you want to change the game, you either have to get hold of a whole new machine, or have an engineer change the motherboard and possibly even the control panel. Either way, it's not an easy job and can create major headaches. The IVS however, uses a standard Atari 1040 ST, minus the case and keyboard, linked to a Hantarex 21" High Definition monitor. The machine sits inside the cabinet with the disk drive facing the coin mechanism door. To change the game all the operator has to do is open the door, remove the original game, put in the new game disk and hit the mains interrupt button – the new game then loads, and there you have it!



***Foundation's Waste* from Exocet – practise the game at home before you nip down to the local arcade to show off your skills! (Inset)The guts of a standard 1040 ST sit in between two wooden shelves (the top one's been removed) and link up to a 21" High Definition monitor.**

● The EML team (left to right Bryan Beecroft, Darryl Beecroft and Alan Nelson) show off the fruits of their labours.

One of the reasons for EML choosing the ST rather than the Amiga was their belief that the Amiga's motherboard was unreliable and prone to breakdown when the units were handled roughly or exposed to severe weather conditions, and the Intec system has undergone some rigorous testing over the last nine months. The hardware was stuffed inside a deep freeze and continued to operate at minus 15 degrees centigrade. Then heat was applied to the hardware until it was too hot to touch, and still the machine kept running. They even carted a machine to the Commodore show recently, to see how the hardware would survive being dropped off kerbs etc. It passed all tests with flying colours and Alan claims they haven't had so much as a corrupted disk in the last 12 months.

The software running on the machine is virtually identical to the games you play on your own ST, but with some protection added to ensure the disk will only work on the I.V.S.. Also, the difficulty tuning is usually tweaked to make things slightly harder – soon you'll be playing tougher versions of *Thundercats*, *Backlash*, *Barbarian* (Palace) and a host of other titles in your local arcade or fish and chip shop.

As Bryan Beecroft (EML's M.D.) points out, 'the leisure centre (arcade to you and me) side of the business is now only a small part of things, the majority of the units will be sold to pubs, clubs and various establishments that have maybe one or two machines.' This certainly makes sense when you realise a unit costs £1400, including two games, and installing a new game could cost just slightly more than the games sell for in the shops (though it would cost more if the control panel needed changing, say for a driving game which required a steering wheel).

EML currently only produce the standard cabinet, but are looking at other designs which could accommodate up to four players at once – Alan was swift to point out that coin-op manufacturers are very keen on copyrighting cabinet design, however, so they've no firm plans as yet.

As to the future of the arcade games scene as a whole, Bryan's sure 'the popularity of arcade machines is on the up and up' but would not reveal how many units he hoped to sell in the first year. He did reveal, however, that EML were currently able to turn out some 10 units per week and could easily double that number if there turns out to be enough demand for the machines. Of course, only time can tell if that's going to be the case. ●

THE DOMN

...Fall for one of our gameth

Once you have experienced the superior graphics, superoun
you'll be falling over yoursen ar

ROAD BLASTERS™

Super charged destruction ... the ultimate race against death, Road Blasters delivers all the gripping action and high speed thrills of this arcade spectacular.

CBM 64/128 Cassette **£9.99** Disk **£14.99**
Amstrad Cassette **£9.99**, Disk **£14.99**
Spectrum Cassette **£8.99** **+3** Disk **£12.99**
Amiga £24.99 **Atari ST £19.99**

SHACKLED™

Your friends are prisoners within the mysterious castle. Release the fetters that bind them and chain them to yourself; only then can you make your escape. Release as many as you can for their predicament is dire, though the more you have on your chain the slower your progress will be. Defend yourself with a choice of 8 different weapons! Battle your way through 112 stages of gripping continuous action. Defeat your foes, rescue your friends, escape from every stage; only then is freedom yours!

CBM 64/128 & Amstrad
Cassette **£9.99** Disk **£14.99**
Spectrum 48K/128K+2 Cassette **£8.99**
+3 Disk **£12.99**
Atari ST £19.99

PSYCHO PIGS UX

Finish your Smokey Bacon cr
get your teeth into this meaty
of a game. When the referee
blows, its trotters to the grou
intergalactic pig-sty as you t
group of pigs all wishing to
Sunday's dinner table. Pick u
and throw them at your opp
before they make sausage m
you.

CBM
Cassette **£9.99**
Disk **£14.99**

Spectrum 48/128
Cassette **£8.99**
+3 Disk **£12.99**

Amstrad
Cassette **£9.99**
Disk **£14.99**

U.S. GOLD®

U.S. Gold Ltd., Units 2/3|Holford Way, Holford,
Birmingham B6 7AX. Tel: 021 356 3388

NO EFFECT...

...the rest will be irresistible

...persound and unmatched playability of our games
...rselin an effort to get the rest...

DREAM WARRIOR™

...aleidoscope of Psychological ...fare – The life forms of three ...tigious government officials ...e been captured by the ...aded Dream Demon. He now ...the vital information to ...ulate his evil plans. ...rcome the two headed ...ster, the Demi Demons and ...final confrontation with the ...m Demon himself and then ...you, the DREAM WARRIOR, ...save the world.

...M 64/128
...ssette **£9.99**
...k **£11.99**

...ectrum
...ssette **£8.99**
... Disk **£12.99**

...strad
...ssette **£9.99**
...k **£14.99**

...M PC £19.99

DESOLATOR™

Smashing its way towards you – out of the arcade into the computer, a fury of havoc and destruction straight from the Halls of Kairos.
Fight your way through to the castle owned by KAIROS – the Great Satan – and free the captive infants held behind mysterious mirrors. Smash the mirrors to break Kairos' evil spell and upon completing your quest, transform into the invincible Machoman and desolate all in your path.

CBM 64/128
Cassette **£9.99**
Disk **£14.99**

Spectrum
Cassette **£8.99**
+3 Disk **£12.99**

Amstrad
Cassette **£9.99**
Disk **£14.99**

Atari ST £19.99

Amiga £24.99

ROLLING THUNDER™

Rolling Thunder introduces intrigue and heroism in an intense action game. A secret society is plotting to conquer the world. The 'Rolling Thunder' undercover police organisation is assigned to expose this conspiracy. Top agent, code name 'Albatross' is sent to the enemy headquarters to complete the mission and free the allies held hostage. Have you got what it takes to be a ROLLING THUNDER undercover cop?

CBM 64/128
Cassette **£9.99**
Disk **£11.99**

Spectrum 48/128K
Cassette **£8.99**
+3 Disk **£12.99**

Amstrad
Cassette **£9.99**
Disk **£14.99**

Atari ST £19.99

Amiga £24.99

BIONIC COMMANDO™

The only hope we have of regaining our home world lies in the hands of our elite force of Bionic Commandos. With their telescopic limbs, sophisticated weaponry and bionic power they must infiltrate the enemy bases, destroy the deadly foe and neutralise their doomsday weapons.

CBM 64/128
Cassette **£9.99**
Disk **£11.99**

Amstrad
Cassette **£9.99**
Disk **£14.99**

Spectrum
Cassette **£8.99**
+3 Disk **£12.99**

Atari ST £19.99

Amiga £24.99

IBM PC £19.99

OUT RUN™

You're cool, the engine's hot, the girl's gorgeous, a tank full of gas and an open road ... the rest is up to you! The ultimate experience in motor sports simulation, the absolute challenge to nerves and reflexes. Experience the exhilaration and excitement of driving a high performance sports car in this teasing time trial where your co-ordination and nerve will be tested to unbelievable limits.

CBM 64/128
Cassette **£9.99**
Disk **£11.99**

Spectrum 48/128K
Cassette **£8.99**
+3 Disk **£12.99**

Amstrad
Cassette **£9.99**
Disk **£14.99**

Atari ST
£19.99

GAUNTLET II™

The mind blowing sequel to the No. 1 smash hit. Addictive, frantic and packed with so many new features it's a totally new game. Over 100 levels of pulsating action as you take on the powers of your favourite character even if they're already in play. Gauntlet II is not just a further episode in this enthralling crusade – it's a whole new experience in action packed adventure.

CBM 64/128
Cassette **£9.99**
Disk **£11.99**

Spectrum 48/128K
Cassette **£9.99**
+3 Disk **£12.99**

Amstrad
Cassette **£9.99**
Disk **£14.99**

Atari ST
£19.99

720°™

Experience all the thrills and spills of real skateboarding in this unique challenge to become champion of the skating world. Starting out from 'Skate City' test your abilities amongst the numerous skateparks, improving your techniques both in freestyle and competitive action as you attempt to complete the ultimate manoeuvre – the 720 degree twist whilst soaring through the air.

CBM
Cassette **£9.99**
Disk **£11.99**

Spectrum 48/128K
Cassette **£8.99**

Amstrad
Cassette **£9.99**
Disk **£14.99**

OFFICIAL
Advanced Dungeons & Dragons®
COMPUTER PRODUCT
Coming Soon

THERE'S NO BUSINESS...

LEVEL 9
Britain's number one adventure family look as if they've come out of a game themselves. Austins swarm all over the stand, while the rest of us load up **Lancelot** and make a play for Guinevere. You can check out **Ingrid's Back** as well, but the lady's not for turning.

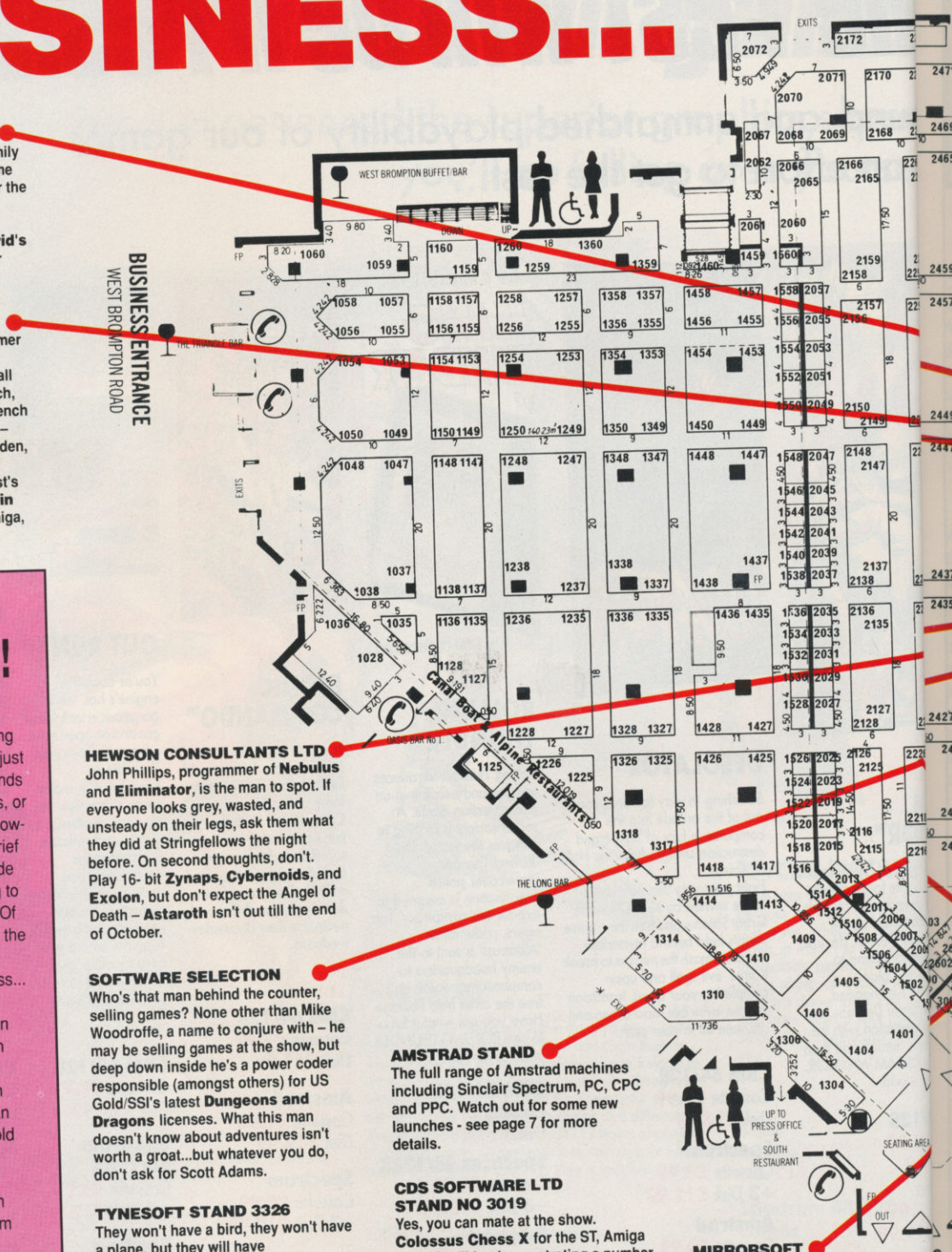
INFOGRAMES STAND
Monsieur Bouchon est le programmer of **Captain Blood**, along with Messieurs Rho and Ulrich. They'll all be there, so speak up, speak French, speak alien. Check out the new French games – for computers, of course – and sympathise with Pauline Garsden, who finds the PC Show is as pleasurable as sitting in the dentist's chair. Best of all, marvel at **Captain Blood** on the Commodore 64, Amiga, and PC.

FREE BLASTING!

If you get the shakes during the show and feel that you just have to loose off a few rounds at an invading alien species, or knock the stuffing out of a low-life street thug, here's a brief guide to the freebie arcade machines that are waiting to satisfy your every whim. Of course there'll be more on the day, but here's what's promised as we go to press...

Operation Wolf • Ocean
Guerilla Wars • Ocean
Typhoon • Ocean
Victory Road • Ocean
WEC Le Mans • Ocean
Thunderblade • US Gold
Deluxe Afterburner • Mastertronic/Virgin
Pacland • Grandslam
Pacmania • Grandslam

Ocean will have at least 15 coin-ops up and running, US Gold should have a few scorchers, and of course don't miss the Super X Simulator on the Microprose stand – 14 people come in; let's hope 14 come out...



HEWSON CONSULTANTS LTD
John Phillips, programmer of **Nebulus** and **Eliminator**, is the man to spot. If everyone looks grey, wasted, and unsteady on their legs, ask them what they did at Stringfellows the night before. On second thoughts, don't. Play 16- bit **Zynaps**, **Cybernoids**, and **Exolon**, but don't expect the Angel of Death – **Astaroth** isn't out till the end of October.

SOFTWARE SELECTION
Who's that man behind the counter, selling games? None other than Mike Woodroffe, a name to conjure with – he may be selling games at the show, but deep down inside he's a power coder responsible (amongst others) for US Gold/SSI's latest **Dungeons and Dragons** licenses. What this man doesn't know about adventures isn't worth a groat...but whatever you do, don't ask for Scott Adams.

TYNESOFT STAND 3326
They won't have a bird, they won't have a plane, but they will have Superman...or at least the game anyway. It's called **Superman's Worst Day** and you'll be able to play it in a special booth. They'll also be **Circus Games**, **Mayday** and a whole new corporate identity in evidence. Let's hope they don't have a repeat of their first time at the show when their stand kept falling over. Let's hope their software doesn't fall over either. Your message: I've got some Kryptonite here and I'm not afraid to use it.

AMSTRAD STAND
The full range of Amstrad machines including Sinclair Spectrum, PC, CPC and PPC. Watch out for some new launches - see page 7 for more details.

CDS SOFTWARE LTD STAND NO 3019
Yes, you can mate at the show. **Colossus Chess X** for the ST, Amiga and PC will be demonstrating a number of winning positions – just resign if things look like getting too hot. If Dave Carlos is looking for his watch, he's probably waiting for Jeffrey Archer, who turned up late to a press conference last year and nearly sent Dave to the Other Side with cardiac arrest. 'It was a PR manager's nightmare', he recalls, 'but he turned up in the end...' Then the nightmare began for the rest of us...

MIRRORSOFT
Find out how the Bitmap Brothers polish the image of Image Works, Mirrorsoft's new label, with their latest game **Speed Ball**. Take a trip to the movies with Cinemaware's ***Rocket Ranger*** and **Lords of the Rising Sun**, then go underground with FTL's Amiga version of **Dungeon Master**. Pretend not to notice the titanium bolt securing the joysticks to the stands - last year they all got pinched.

MEDIAGENIC/ACTIVISION
Catch a glimpse of **Jez San** and the Argonaut team, programmers of **Afterburner** on the ST and Amiga. You may even be able to loose off a few rounds in the coin-op version.

SUPERIOR STAND
The big new release is **Pipeline** – an interstellar sulphur drilling disaster. They'll have 3 or 4 machines there and are open to requests to run any of their games you want. Spokesman Ken Campbell apparently doesn't want to be taken to the bar and plied with drinks all afternoon, but did enjoy talking to a gorgeous promotions girl last year. Breaking the ice: what's an Archimedes, and who was the girl?

COMMODORE STAND
Commodore also have a theatre and will have plenty of Amigas to play around with. So head straight for their Entertainment Software Arcade.

CENTEC ELECTRONICS STAND NO 3458
Top brands, cheap disks. Mr Turner's an expert on bulk transport – last year, he sold so much stuff he ended up turning his stall upside down, dumping what was left on top, and sending it skiing down the stairs. Make sure you give way on the last day...

DGM STAND Nintendo consoles, Nintendo games, and **Mike Tyson's Punch Out.** Sadly Mike Tyson won't be appearing to promote the game – he's too scared he'll bump into Frank Bruno. You'll also be able to find the new Electrocoin joystick here. As well as the consoles look for some full-blown Nintendo arcade machines, including the Playchoice 10. Conversation piece: can you tell me where I can buy a Sega?

NOVAGEN STAND 3043
Three new games will be on display and playable. **Battle Island** and **X-Terminator** on the C64, and **Damocles – Mercenary** *2* on the 16-bit machines. They love the general hospitality of the show, so your bound to find plenty of smiling faces here. Talking point: where is Paul Woakes? (We bet you can't find him)

KONAMI LTD STAND NO 3347
Boy, this guy is TOUGH! Mark Smith, one of the few world pro games players, demonstrates his skills alongside new titles including **Goonies II** and **Transylvania. MSX** owners can drool over **King's Valley II.**

TELECOMSOFT
Telecomsoft are out for street cred, so carry a phonecard and be here, or be cuboid. Feast your eyes on 18 new titles from Rainbird, Firebird and Silverbird including **Soldier of Fortune, Exploding Fist +, Blazing Barrels, GI Hero, Fish, Starglider 2, Verminator** and **S.T.A.R.** Develop muscular tone with the **Mr Heli** coin-op. Do not, repeat not, wear a loud check suit. Last year, a BT staff member wearing one was propositioned while visiting the toilets. If both parties are still interested could they be at the entrance at 1.15...

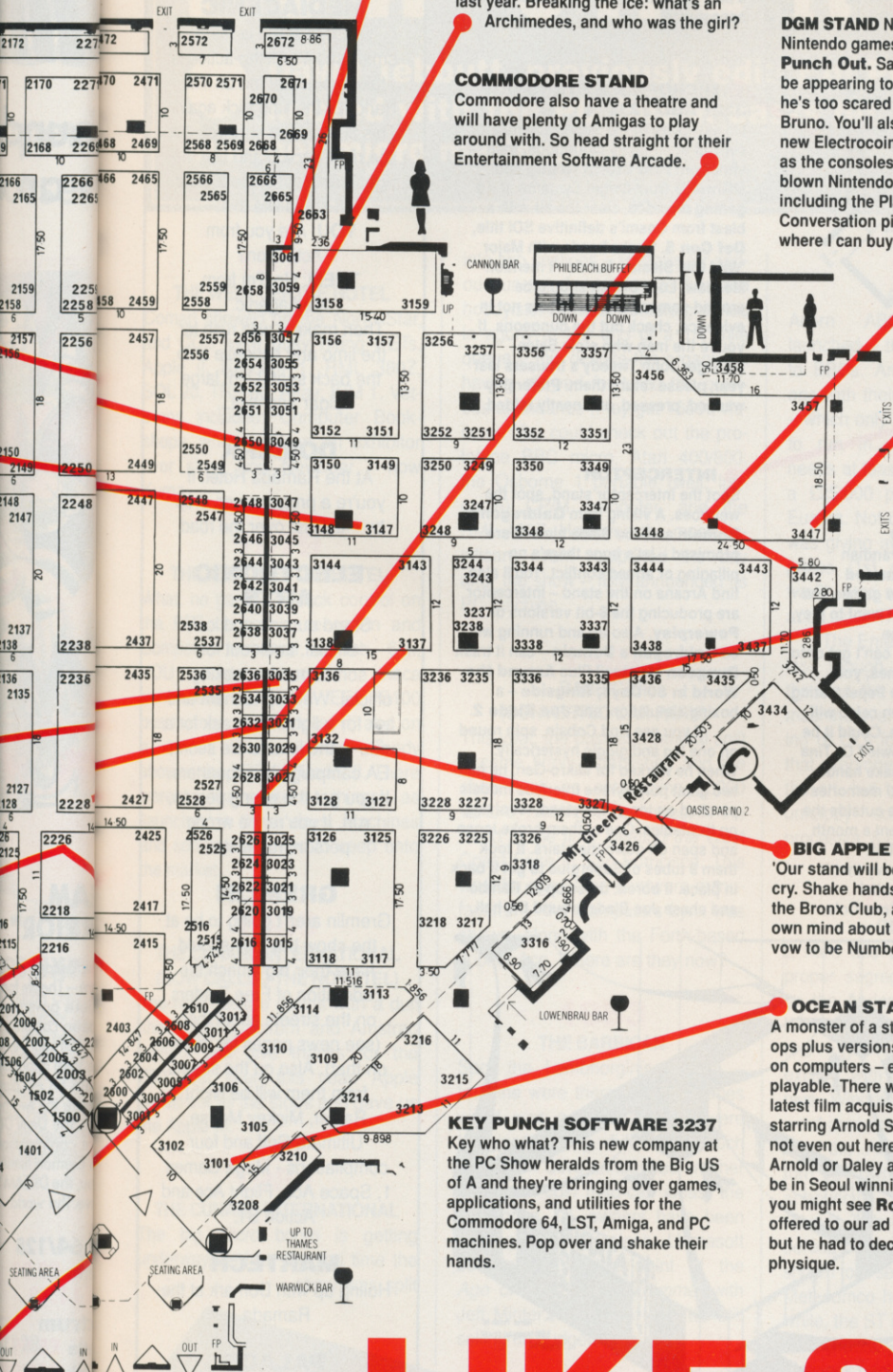
MASTERTRONIC/VIRGIN
Wrist muscle meltdown time. 19 Sega machines with all the latest games – including a surprise blockbuster – plus half-a-dozen coin-ops including a **Deluxe Afterburner** and a **Deluxe Thunderblade.** When you can't stand it any more, stand and stare at new releases **Double Dragon, War in Middle Earth, Motorbike Madness, Raw Recruit** and **Risk.** Keep an eye out for pregnant punters – last year someone tried to smuggle a keyboard out under his jumper. If you really are expecting a baby, explain – or deliver. Conversational gambit: can you tell me where I can buy a Nintendo?

P SYGNOSIS 3338
Whatever you do, don't mention Imagine – Ian Hetherington (ex-Imagine programmer) might give birth to a megagame on the spot. Thrill to the horizontally-scrolling **Menace,** a new shoot-em-up from the Barbarian Boys; wonder at the graphics in **Chrono-Quest,** the first Psygnosis graphic adventure with icon control and textual responses. Watch Jonathan Ellis get jet-lag without moving, and check out Psyclapse. Sounds familiar? That's because it's the name of the once-fabled Imagine megagame, which now makes its way onto the market at last – not as a game, but as a label. Bruce Everiss, you were wrong.

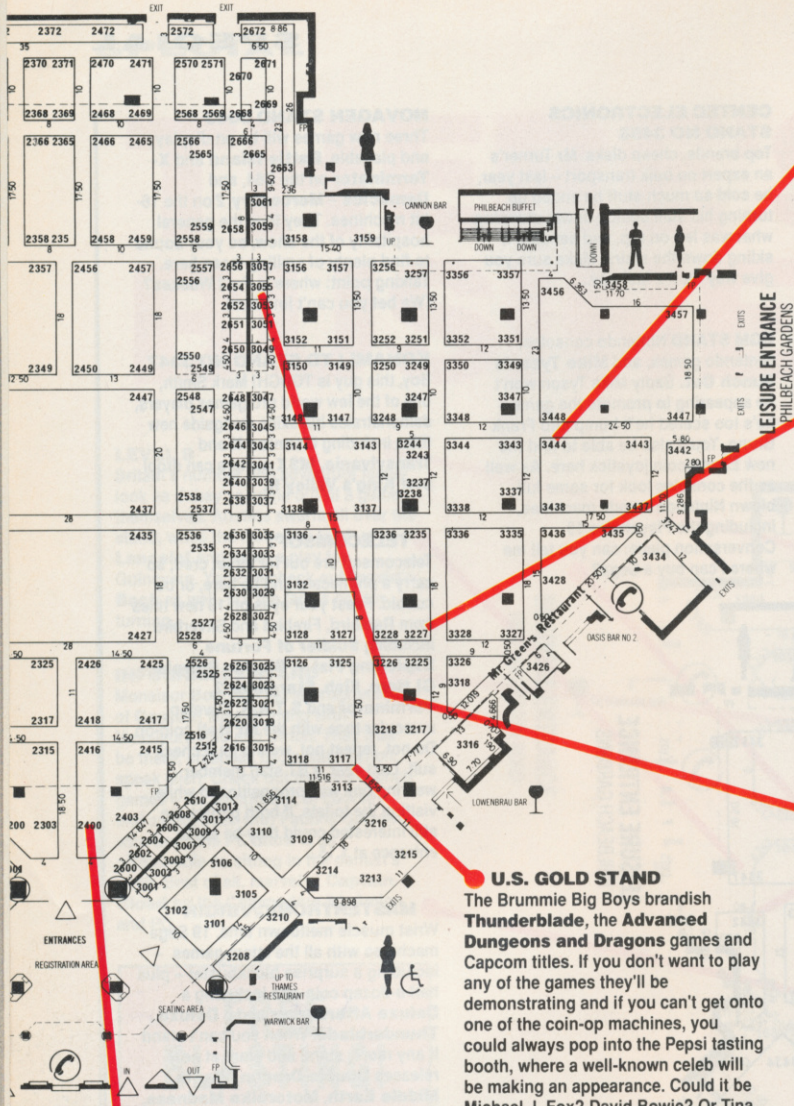
BIG APPLE STAND
'Our stand will be splendiferous' they cry. Shake hands with Bronx Billy, join the Bronx Club, and make up your own mind about the company who vow to be Number One in Eighty-Nine.

OCEAN STAND
A monster of a stand! At least 15 coin-ops plus versions of all games running on computers – every one of them playable. There will also be news of the latest film acquisition – **Red Heat** starring Arnold Schwarzenegger, and it's not even out here yet. You won't see Arnold or Daley at the show (Daley will be in Seoul winning a gold medal), but you might see **Robocop.** The job was offered to our ad manager, Jon Beales, but he had to decline on the grounds of physique.

KEY PUNCH SOFTWARE 3237
Key who what? This new company at the PC Show heralds from the Big US of A and they're bringing over games, applications, and utilities for the Commodore 64, LST, Amiga, and PC machines. Pop over and shake their hands.



...LIKE SHOW BUSINESS!



GRANDSLAM
Coin-op and home computer versions of **Pacland** and **Pacmania** playing side by side. They'll also be showing off their new strategy game **Espionage**, and videos of **Thunderbirds** and **Running Man**, which is Arnold Schwarzenegger's latest film. Unfortunately Arnie's diary's a little full and he won't be making an appearance.

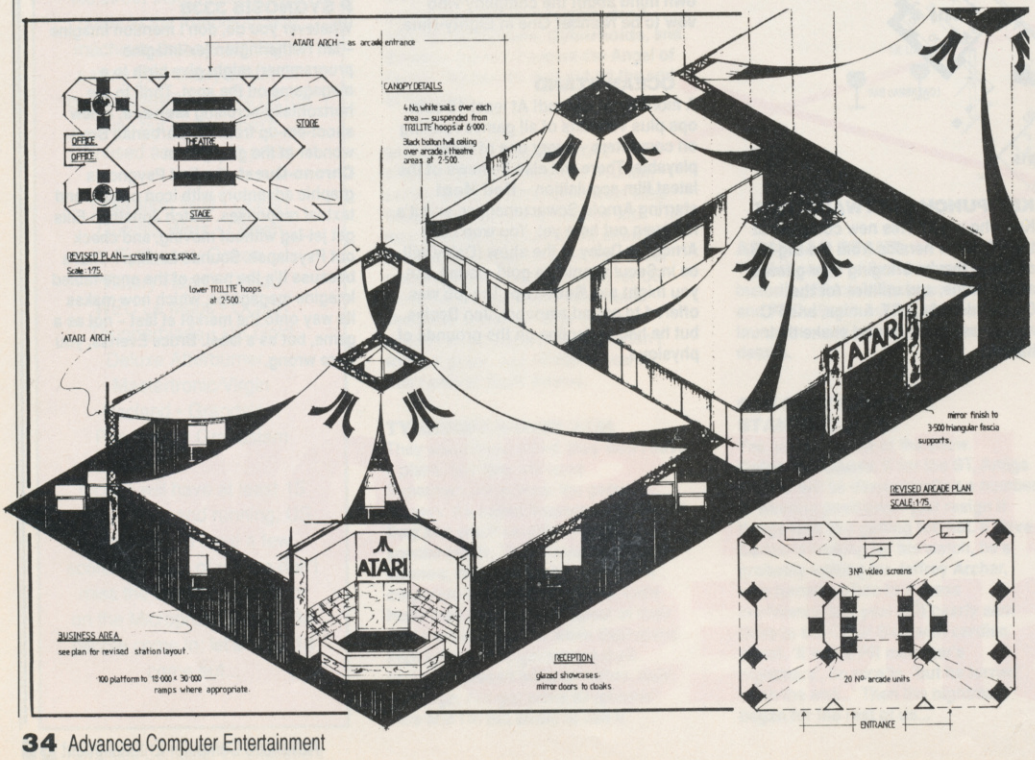
MICROPROSE STAND NOS 3227 AND 3235
Go sky-crazy in the Super-X simulator with 13 other lucky cloudhogs, then check out **Red Storm Rising** and **Ultima V** from Origin Systems. If it's getting crowded, clear the air with a blast from Cosmi's definitive SDI title, **Def Con 5**. Shake hands with Major 'Wild Bill' Stealey, but don't mention Moscow. Lord British should be around somewhere, but if he's not in evidence, check out the dungeons. If you're the man who stole Sales Manager John Tweedy's trousers last year, please return them. Preferably washed, pressed, and neatly folded.

INTERCEPTOR
Spot the Interceptor stand, spot the weirdoes. A viking from **Galdregon's Domain** and Joe Blade himself are promised – let's hope there's no pillaging or armed conflict. You'll also find Arcana on the stand – Interceptor are producing the 8-bit versions of **Powerplay**. Also up and running will be **Galdregon's Domain** – can it trash **Dungeon Master**? Plus **Around the World in 80 Days, Ringside** – a boxing simulation, and **Joe Blade 2**.

If you see Rod Cobain, spin round on one leg and giggle hysterically. When he worked for Mikro-Gen, he had two giant polystyrene interface models perched on top of the stand, revolving on turntables. One of them broke loose and span off down the stairs. It took them 9 tubes of Superglue to get it back in place. If bored: dress up as Rambo and chase Joe Blade around the hall.

U.S. GOLD STAND
The Brummie Big Boys brandish **Thunderblade**, the **Advanced Dungeons and Dragons** games and Capcom titles. If you don't want to play any of the games they'll be demonstrating and if you can't get onto one of the coin-op machines, you could always pop into the Pepsi tasting booth, where a well-known celeb will be making an appearance. Could it be Michael J. Fox? David Bowie? Or Tina Turner? Wait, see, and shake hands. Try not to bring up painful memories by chanting US Gold Rule outside the stand – last year they spent a month painting the motto on a 200ft banner...which was so heavy that it ended up in the bin. Essential accessories: a bottle of Coca Cola.

ATARI STAND
ST owners will find plenty of their machines in evidence here in the arcade. The whole stand is called the Atari World and features a theatre as well.



HIDING OUT

ACTIVISION/ MEDIAGENIC

Yes, that stand is rather small isn't it? All the action is taking place at Inn on The Park. It's the limo trick again. This time, make sure you get the right person and use the right identification sequence. It starts like this:

YOU: Are you from Activision?

THEM: No, I'm from Mediagenic.

Then make a wild rush for the limo and squeeze onto the back seat. Light large cigar and wait...

DOMARK

At the Ramada Hotel. If you're a programmer, drop by – it's just over the road.

ELECTRONIC ARTS

Stand outside and look official. Look out for someone else looking official. Walk up to them and ask for a light. Then ask for a ride in the limo to the secret EA campaign headquarters. If you get the wrong person, run. If you're the wrong person, run faster.

GREMLIN

Gremlin aren't going to be at the show but they should have their big launch the Federation of Free Traders on the streets about then (see news pages for more on that). Also on the streets from them will be Night Raider, Mickey Mouse, Ultimate Golf and four compilations - Mega Games 1, Space Ace, Flight Ace and Action ST.

MARTECH

Holing up with Domark at the Ramada.

PALACE

Also shacked up, would you believe it, at the Ramada. This place must be a show in its own right. Unfortunately, only big-wigs and coders are invited. Ah well...

PCW SHOWS 78-87

David Tebbutt, previously editor of PCW magazine and long connected with the PC Show, casts his eye back over ten years of summer micro madness.

1978

THE WEST CENTRE HOTEL

Comart showed off the North Star, and CCS were busy hiring PETs, Apple II, Nascom 1, RML 380Z, SOL 20, TRS-80, Altair, KIM 1. Veterans included: Computer Bookshops, who've been an exhibitor ever since and Newbear - now Kuma.

1979

THE WEST CENTRE HOTEL

What, no games? Stock control on the PET causes a sensation and Compelec launched a 1mb, 64k, VDU printer system. Ithaca announced its DPS1 IEEE S100 bus mainframe computer (!) and on a more mundane note, Tandy showed the TRS-80 Model II. There weren't really such things as 'launches' in those days. Machines and software seemed to seep onto the market...

1980

THE CUNARD INTERNATIONAL (NOW CALLED THE NOVOTEL)

The new decade opens with a dull show, but Spectrum and Amstrad owners can give thanks for the Z80, first seen this year. Apple pulled out all the stops and gave us the Apple III.

1981

THE CUNARD INTERNATIONAL

The big micro boom is getting underway, and for the first time the show was split into two sections – upstairs for serious users, downstairs for fun and hobbyists. Outside, punters groaned in agony at the end of a 1/4 mile queue – this despite the organisers having allowed for twice the previous attendance (they got 16500 visitors). You could check out the prototype BBC micro, Atari 400/800, the Osborne 1 portable (well, luggable) CP/M computer, and the RML 480Z. However, the most significant event happened the day after the show – IBM announced its PC machine.

1982

BARBICAN (CONVERTED CAR PARK)

This year, the business/general split became firmly established and the show took an astonishing 53000 visitors, making it the largest in the world at the time, beating the West Coast Faire in San Francisco. This was the age of the hardware manufacturer – the Camputers Lynx was shown, along with the Forth-based Jupiter Ace. Where are they now?

1983

THE BARBICAN

Spot the Lambhorginis outside – Imagine were there and the games world was going crazy. So were Imagine – they didn't last much longer. Sir Clive announced another of his low-cost mad-cap ideas, the Microdrive. QL owners have been cursing him ever since. Llamasoft celebrated the high-point of the *Age of the Attic Programmer* with Jeff Minter's *Hover Bovver*. It's still selling on budget!

1984

OLYMPIA 2

Acorn ABC business range launched – they should have stuck to BBCs. Amstrad stunned everyone with their CP/M Plus disk drive – which only gave 38k for programs to run in. Most CP/M software needs at least 48K. Domark offered a £25,000 prize to the solver of Eureka. Not only that, but someone was giving away Oric Atmosses as prizes (1st prize one, 2nd prize two?). Atari made their first appearance since Tramiel took over.

The Enterprise was launched at last, though people kept calling it the Elan, the Flan, the Samurai, that machine over there, etc...First sighting of QLs for sale – the machine that everyone thought was state of the art, but turned out to be an unhappy compromise (16-bit processor, 8-bit data bus?).

1985

OLYMPIA

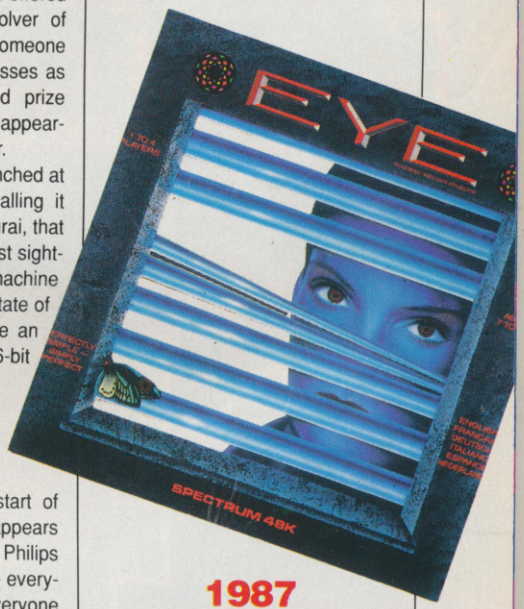
2 halls this time and the start of proper segregation. GEM appears on the Apricot f2 and F10. Philips launch their YES computer – everyone says NO.RML get everyone excited with the ultra-fast Nimbus plus Windows. Amstrad turn the word-processor market on its head with the Amstrad PCW8256 and turn 664 owners on their heads by announcing the CPC6128. No refunds, lads. Sorry. History is made behind closed doors as the Amiga is shown to a selected audience in the Metacomco hospitality suite. Meanwhile, the ST is the star of the show. Atari probably wish they could turn the clock back.

Oh yes, and a big welcome to MSX – out in force for the first time. And the last.

1986

OLYMPIA

Atari had its own hall for the first time, riding on the tremendous excitement generated by the ST. An enormous attendance of 66,000+ visitors saw the launch of the Amstrad PC1512, the BBC Master Compact, and the Spectrum 128K+2. On a quieter note, someone linked up a colour printer to an Amiga and caused a small sensation, while others linked hands and started the British Micro Federation (BMF).



1987

OLYMPIA

A big Atari village again. Is all this expense behind the recent ST price rise? 72,000+ visitors marvelled at the Archimedes and believed rumours (untrue) that the Zarch demo was written in BASIC. Amstrad went (very slightly) upmarket with their PCW9512 and PC1640. Jeffrey Archer launched 'Not a Penny More, Not A Penny Less for Domark, and was late for the press conference. Atari announced its CD-ROM, CDAR 500, but a year later the announcement is still all we have. The earth moved for Merit when they launched the Plonker Box (a stick-on disk holder). Both the board game and the computer version of EYE were launched, and we were all told it would become the next big thing in games. It didn't. ●

SCREEN SHOTS FROM ARCADE VERSION.

Long ago when the world was a dark and evil pl
of a black and troubled sky emerged three fe
dragons. Creatures from hell, creatures of destruc
flame, fire and torment.

The world was plunged into an age of devastatio
misery. Only one man has the courage, power a
to challenge these servants of Lucifer. That ma
Black Tiger. You are Black Tiger. Go forth an
battle, the restoration of civilization is in y
hands.

SPECTRUM 48/128K
£8.99 tape
+3 £12.99 disk
AMSTRAD
£9.99 tape
£14.99 disk
CBM 64/128
£9.99 tape
£14.99 disk
ATARI ST
£19.99 disk
AMIGA
£24.99 disk

© 1988 CAPCOM CO. LTD. Manufactured under licence from Capcom Co. Ltd., Japan. Black Tiger™ and CAP
arks of

marks of Capcom Co. Ltd., by GO! Media Holdings Ltd., a division of U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388

GREAT GAMES

Can one game change the world? We name the titles that upped the ante over the last twe

TASTEFUL STUFF

In the world of combat games, the arms race finally came to a head with the extreme violence of *Renegade*. Topping even the decapitation scene in *Barbarian*, this one turned stomachs across the UK with its pummelling feature: beat your opponent's head in – literally – while he's on the floor. Heroism like that we don't need.

● THE WHOLE COMBAT GAME GENRE TAKES A SHARP DROP IN PRESTIGE.

TALK TO THE ANIMALS

Level 9 produce *Knight Orc* using a new adventure creating system that attempts to make computer-controlled characters the principal ingredient of puzzles. Before you just EXAMINEd things, now we expect to talk to them. An important milestone for Level 9 too, who were struggling against upstart rivals Magnetic Scrolls.

● FROM NOW ON, ALL ADVENTURES MUST SATISFY THE PLAYER'S URGE TO COMMUNICATE WITH THE PEOPLE AND ANIMALS HE/SHE MEETS.

SHIFTING UP

In its 8-bit incarnations, *Out Run* was a true landmark game. Selling in unprecedentedly large volumes, its mediocre gameplay underlined an important point about 8-bit coin-op conversions as a whole: that they sell chiefly on the strength of the original. The ST version's vastly higher quality on the other hand showed just why the 16-bit revolution's moving so fast.

● 8-BIT MACHINES LOSE GROUND AS COIN-OP CONVERSION HOSTS, AND 16-BIT MACHINES ADVANCE ACCORDINGLY.

SOL

A grou
ways,
visual
the flu
landsc
like a
but pu
to the
cessir
the S

**● AL
WAR
ING
CAL**

UNAV-OID-ABLE DEATHS

Re-hashing ancient gamestyles and blending them together may not earn many awards for originality, but in the case of Oids it certainly made for landmark playability. Like *Zarch/Virus*, the game showed just how much we've all forgotten about what gameplay's really all about.

● TOOK MODERN SCROLLING SHOOT-EM-UPS DOWN A PEG OR TWO FOR BEING SET IN THEIR WAYS AND 'SAMEY'.

NOBLE EFFORT

A lot of games promise arcade-quality graphics and sound, but *Xenon* delivered. And no wonder: designed for Mastertronic's Amiga-based Arcadia coin-op machines, the Bitmap Brothers' epic vertical scroller was the first ever game to hit both the home and arcade markets on the same hardware.

● SUDDENLY, SHOOT-EM-UP GRAPHICS HAVE TO BE THAT MUCH BETTER TO CUT THE MUSTARD.

BLOOD BOILING!

You might think that stunning wireframe landscapes, beautifully animated alien characters and extensive icon-driven interaction would make a game a milestone in its own right, but *Captain Blood's* milestone status comes from another achievement altogether. Along with the less impressive *Star Trek*, this French wonder topped the all-machine software charts in its ST version – and that's a first!.

● THE 16-BIT MACHINES GAIN A LITTLE MORE GROUND.

ROYAL DEFENCE

At heart a very simple strategy game, ST *Defender of the Crown* presented just enough gameplay to carry its enormous load of cosmetic extras. It also showed how mentally untaxing a game can be and still succeed, but that's another matter entirely.

● FINAL PROOF THAT WARGAMES/STRATEGY CAN REALLY TAKE OFF – IF THEY'RE ACCESSIBLE AND WELL-PRESENTED.

ICO

Minds
show
tures
Sudd
menti
faces
menu
and s

**● ST
PIC
TUR
TO
HAT**

DOWN IN THE DUNGEONS

Where earlier role-playing games had depended on complexity, large manuals and ornate lettering styles to entertain the converted, *Dungeon Master* bulldozed its way clean into the mainstream. With true-perspective graphics, animated adversaries and a truly workable icon-driven control system, the game set a standard nobody in the field can afford to ignore.

● ALL PRE-EXISTING DUNGEON-STYLE GAMES FORM AN ORDERLY QUEUE AT THE NEAREST DUSTBIN.

MANTA MAYHEM

Realtime's *Carrier Command* wowed all and sundry when it came out, and small wonder. The game managed a blend of strategy, action and graphic excellence that few other 3D games even came close to. Never before had the wargaming pill been so cleverly sugared!

● EXISTING ACTION GAMES LOOK FLIMSIER, AND WARGAMES CLUMSIER.

HORNET'S NEST

With *Interceptor*, Bob Dinnerman set a standard yet to be equalled. The game's solid 3D graphics moved well and looked real – a very rare thing indeed – but the gameplay was the big surprise. Combat managed to be fun and easy to get into without losing the crucial believability that a good simulator delivers.

● ALL OTHER COMBAT SIMULATORS PALE CONSIDERABLY.

GUNG HO!

With the help of its custom joystick adaptor, *Leatherneck* offered ST and Amiga owners simultaneous four-player action. There's some hope that the adaptor will become an industry standard, – already ST *Gauntlet II* works with it – so the game may turn out to be a milestone in more ways than one.

● THREE-PLAYER OPTIONS LOSE THEIR NOVELTY VALUE, WHILE TWO-PLAYER GAMES START LOOKING DISTINCTLY PUNY.

COL

Lege
adve
ful th
plast
pass
tion i

**● TI
STA**

S MILESTONES

twelve months

SOLID GONE
A ground-breaker in so many different ways, *Zarch* upped the stakes on visual realism quite startlingly. With the fluid movement of its patchwork landscape, the thing hardly seemed like a home computer game at all – but pundits who put the realism down to the Archimedes' enormous processing power were confounded by the ST version, *Virus*.

● ALL OTHER 3D SOFTWARE TAKES A HAMMERING FOR LACK OF TECHNICAL AMBITION.

ON MANOEUVRES
Rainbird's *Universal Military Simulator* gave computer wargames a brand new 3D look which helped emphasise the effect of terrain on the course of a battle. Although display options were limited, the system reached people who'd never bought normal 2D wargames.

● FLAT-MAP WARGAMES TAKE A FEW HITS ON THE 16-BIT MACHINES FOR THEIR DISPLAY AND FLEXIBILITY SHORTCOMINGS.

GNAWED AND BURR'D
Infocom pushed forward the boundaries of interactive fiction with Nord and *Bert Couldn't Make Head or Tail* of It, a set of eight mini-adventures whose puzzles revolved around different forms of wordplay. The lack of conventional problems and the immediacy of the gameplay gave *Nord and Bert* a far wider appeal than most adventures can manage.

● STANDARD LOCKED-DOOR ADVENTURES LOSE A POINT OR TWO FOR BEING MORE OBVIOUSLY FORMULARISED.

BEYOND TEXT
Infocom finally take the plunge and introduce an element of role-playing with *Beyond Zork*, plus on-screen mapping. The giants are moving with the times...

● ANOTHER LARGE NAIL IN THE COFFIN OF THE TRADITIONAL TEXT-ONLY ADVENTURE.

ICONIC CREATION
Mindscape/Icom's *Shadowgate* shows that icon-driven Mac adventures can look good on other formats. Suddenly everyone starts experimenting with adventure user interfaces – icons, on-screen maps, menu-driven command structures and so on.

● STANDARD TEXT-BELOW, PICTURES-ON-TOP ADVENTURE INTERFACES BEGIN TO LOOK A LITTLE OLD-HAT.

FOUR SQUARE
In a year of technical milestones, *Tetris* was stunning for its extreme simplicity. A full price game you could practically write in Basic – who'd have thought it? The abstract oddity was also noteworthy as the first Soviet game to reach the West: could 1989 be the year of glasnostware?

● MOST MAINSTREAM GAMES LOSE A POINT OR TWO FOR LACK OF ORIGINALITY.

THREE'S COMPANY
Activision broke new ground with C64 *Rampage*, bringing would-be monsters the chance for three-player simultaneous mayhem. Their dedication to trio action surfaced again with ST *Super Sprint*, putting more drivers on the grid than any previous home game.

● SIMULTANEOUS TWO-PLAYER GAMES TAKE A BEATING FOR THEIR LACK OF INTERACTIVE VARIETY.

RIGGED!
Driller's 3D arcade adventure system created a solid, real game world with graphics the like of which the 8-bit machines had never seen before. When a Spectrum or C64 can pack this big a game in, it really does put standard playing fare in the shade.

● PUTS ROCK IN SOLID 3D.

IVORY TOWERS
Around *Nebulus's* astonishing rotary scroll, programmer John Phillips wove a remarkably clever version of that old standard, the platform game. Small-scale bits of originality look a good deal less impressive.

● 8-BIT GAMES KICKED OUT OF THE RUT.

COLOUR QUEST
Legend of the Sword – a traditional adventure scenario, but more colourful than anything to date as Firebird plaster the screen with menus, compasses, maps, characters, and location images.

● TEXT-ONLY ADVENTURES STAND ASIDE, PLEASE.

Every once in a while you get a piece of software that redefines computer gaming, putting your entire collection or even your machine in a whole new light. Maybe it sets an impossibly high standard of technical refinement for others to match, or uses a brand new display technique. Maybe it rediscovers traditional gameplay values, or leaps outside conventional boundaries to provide a brand new playing experience. Maybe it just pushes a tired game formula too far, putting you off the whole game-style: bad games can be as influential as good ones!

For whatever reason, the games on these two pages were software landmarks during the last twelve months. Surprised that there are so many of them? Well it's been a busy old year, and games have been changing right across the board. What with the explosive growth of solid 3D in action games, the rising tide of interaction and innovation in adventures, and the relentless onslaught of strategic elements on the mass market, the stakes have risen a long way.

GET SAVAGE

IT'S AMAZING WHAT A REAL COMPUTER GAME CAN DO.

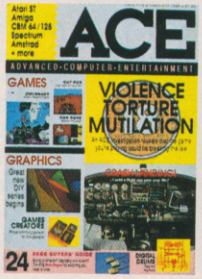
- HURL A VOLLEY OF AXES
- FIRE BOLTS OF LIGHTNING
- WRESTLE FEROCIOUS BEASTS
- LEAP OVER BLAZING CHASMS

FIREBIRD

A LEGEND IN GAMES SOFTWARE

Telecomsoft, First Floor, 64-76 New Oxford St, London WC1A 1PS.
Firebird and Firebird Logo are trademarks of British Telecommunications PLC.

SEE US ON STAND 3447 AT THE P.C. SHOW, EARLS COURT, 14-18 SEPT.



ONE YEAR OLD

The ACE team present their definitive guide to the 100 Top Games of 1987/88, and cast their eyes back on twelve issues that rode the wave of a revolution in computer entertainment. Don't forget, if you're out there and you're playing games, you're making history. Here it is...

1 ACE is born into a world of console fever. Sega is taken up by Mastertronic and given top billing while Nintendo dozes in the hands of Mattel. *XOR* claims the title of Brainest Game of The Year and a printing mistake awards *Arkanoid*-beater *Impact* a rating of 95.

2 The issue that nearly lost Telecomsoft £1/4 million. Our cover-mounted demo of *Bubble Bobble* is discovered to be the complete game. The readers are blissfully unaware of what they're missing as gnomes struggle night and day to replace the tapes with the proper version. *Zarch* is previewed, the Germans ban *Barbarian*, and Origin Systems advertise *Ultima V* – to be released one year later. Blitter End apologises for the *Impact* rating and gives it 927....

3 *Afterburner* hits the arcades and *ECO's* pretty face gets slapped all over the Previews Pages. ACE team gets excited about what looks like being a first-rate example of original advanced computer entertainment. *Impact* finally ends up with a rating of 955. Phew!

4 Mastertronic marry a Virgin, CRL tempt the censor with *Jack the Ripper*, and 24 of ACE's pages blush pink for the first time. Saddest story of the year: Hewson's *Nebulus*, a tremendous original game, comes out and fails to sell...

5 Rumours of an Amstrad Amiga...not the first Amstrad rumours this year and certainly not the last – see this issue. *Skulldiggery* digs the grave for Nexus and *Rampage* battles *Ramparts* for supremacy. 'Any resemblance between the games is just your opinion', opines a US Gold spokesman. *Star Trek* boldly goes into the wastepaper bin and *Tetris* sends puzzle addicts into the loony bin.

6 Mattel wake up and drop Nintendo, or is it the other way round? The first prison sentence is handed out for a computer pirate and *ECO* is finally reviewed. The ACE team are disappointed by what turns out to be a first-rate example of original advanced computer graphic presentation...but no gameplay. Meanwhile *Quantum Paint* puts 4096 colours on your ST and Rod Lawton, romantic fiction writer extraordinaire, joins the magazine.

7 The ACE Card competition is launched – and it's still running, so make sure you get yours, eh? The Previews section sets a record by previewing two games, *Verminator* and *Stormtrooper*, that still haven't been launched. It doesn't look as if Stormtrooper ever will be. First shots of the Atari ABAQ game, and *Kwasimodo* re-defines the meaning of rubbish with an ACE rating of 160.

8 Atari stun gamesters with a £100 price increase...Advanced computer entertainment is set back just a teensy bit by the release of *Battleships* and, even worse, *Soko-Ban* –a nine-year-old MSX title that looks its age. *Oids* and *Dungeon Master* restore confidence, however. More screenshots of Verminator, but still no game. News of a Spectrum-compatible machine from Miles Gordon Technology, but still no computer. *Pacmania* hits the arcades – you should be able to play the conversion at this year's PC Show. *Gee-Bee Air Rally* looks fantastic, but plays poorly, and Codemasters join the 16-bit revolution.

9 The American Issue. Pete Connor travels to the States, and returns swearing he'll never go there again. *Impossible Mission* mounts the cover and ACE reveals a bared forearm from *Strip Poker 2*.

10 More Amstrad rumours – this time of a music micro, which leads to yet another ACE exclusive with the discovery of the Flare. As we tremble with excitement at the thought of all that processing power, *Charlie Chaplin* – perhaps the worst-ever license – brings us back down to earth again. Macmillan fish Piranha out of the water for the last time and CRL begins its expensive legal battle with EA – still not resolved.

11 The Flare feature reveals just what you can do with a Z80, but the awful truth seems to be that no major manufacturer wants to do it. Amiga price cuts send shivers up Atari's spine and Big Apple sends out lots of press releases. Like most apples, however, it doesn't look as if it will come down to earth till Autumn.

12 Amstrad rumour time again. This time, however, it appears almost official – a PC-compatible games machine for £299. The truth may come out on September 13th. *Giganoid* sets new levels for look-alikes. *Better Dead Than Alien* would have been better dead than released, and Psygnosis, Mirrorsoft, and Telecomsoft announce a joint label, Triad, without saying what it's going to do, or when...and The ACE team start working furiously on their anniversary issue!

NOW...turn the page and check out the **100 Top Games of the year**, rated and re-appraised – PLUS playing tips and targets...

100 TOP GAMES

Here they are...the top games from one of the most exciting years ever in the history of computer entertainment. Check out the ratings, the playing tips, and the lasting value of the titles that set the standard by which all other games should be judged. If you think you're tough, buy them, play them, and see if you can beat them...

ADDICTABALL

Alligata

Atari ST £14.95dk
Reviewed issue 3 – Original ACE Rating 826

A scrolling *Breakout* game didn't seem like the brightest of ideas, but it added a novel twist to a flagging game style. There are lots of nice elements like jet-thrusters on the bat, an erodable back wall and teleports, that make it different from any of the other games in the field. However, it's more frustrating because if you die there are restart points you have to go back to.

VINTAGE VALUE 635
It's suffered from the masses of other clones.

TIPS
Use ammo sparingly to get you out of tight situations. Don't just let the ball bounce off the back wall – you can do more damage and speed the ball up by trying to hit it all the time. Protect the back wall at all times from fireballs and skull-blocks. Neglect them and you won't last long at all.

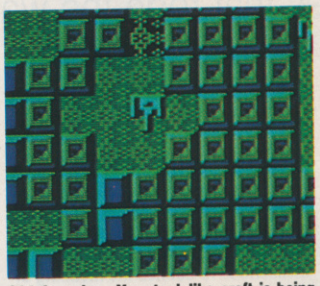
TARGET
Complete a level without using a teleport.

ANARCHY

Rack-It

Spectrum £2.99cs
C64 £2.99cs
Amstrad £2.99cs
Reviewed issue 2 – Original ACE Rating 815

One of this year's few real budget crackers, this intriguing little tank-em-up hides its light under a bushel. The game format looks like simplicity itself – drive your tank round a series of mazes, destroying the weapons cannisters stored there and dodging enemy droids – but restrictions on firing often force you to tackle screens in one particular order. It's a subtly enjoyable game verging on the abstract, which manages to be both satisfying and largely non-violent.



C64 Anarchy – Your tank-like craft is being pursued by a homing droid, so don't retrace your steps.

VINTAGE VALUE 795
Still looks like great budget fare.

TIPS
The key to unlocking a large structure of cannisters isn't the structure's shape, but rather the notion of firing gaps round the edge. Often you only need one gap to unlock a large chunk of the screen.

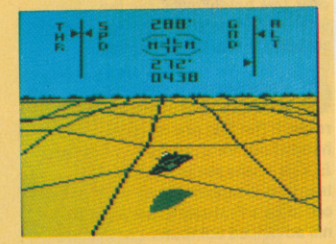
The guardians on every fifth level follow your course exactly, so try and move in loops rather than retracing your steps. That way you stand a far better chance of squeezing past them and escaping.

ATF

Digital Integration

Spectrum	**£8.95cs**	**£12.95dk**
C64	**£8.95cs**	**£13.95dk**
Amstrad	**£8.95cs**	**£12.95dk**

Reviewed issue 7 – Original ACE Rating 956



This stealth fighter-bomber game was a bold move for DI, a firm better known for strict-ish simulations. They traded realism for gameplay and produced some of the best tactical action we saw all year, embedded in a very playable arcade-style game. Make up your own mission from intelligence briefings, load your Advanced Tactical Fighter with the stores of your choice and fly out over wire-frame landscapes to help your forces win the war.

VINTAGE VALUE 944
When 8-bit software's this impressive, it lasts.

TIPS
Stick with Mavericks for ground targets. Slow down to terrain-following speed as you get within 100km, line up, fire, and launch another missile as each one hits to destroy even the extra tough enemy bases before you reach them.

On higher levels, your real task is to keep your ground and sea forces in contention – note those map areas where your guys are heavily outnumbered, Mavericking any target you've already got on your computer and searching out the rest. They'll log in automatically as you approach, and a few more Mavericks should turn the tide in your favour.

If you've been shot up and are only just fast enough to stay airborne, don't put your undercarriage down until the last moment. Lowered wheels only reduce your airspeed by a tiny amount, but this can be enough to stall you.

TARGET
Win on any level without using Mavericks.

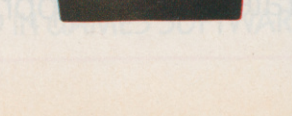
BALANCE OF POWER

Mindscape

Amiga £29.95dk
Atari ST £29.95dk
Reviewed issue 3 – Original ACE Rating 950

A classic struggle between East and West for world supremacy. You can control either the USA or USSR as they try to win over countries by fair means or foul. It might start out as some economic aid to a poor third world country, escalate into military intervention and end up as a global nuclear conflict. It's a tremendously complex simulation that tests your powers of organisation, diplomacy and brinkmanship to the full. The passage of time has done nothing to diminish its appeal or challenge, even in the age of Glasnost.

VINTAGE VALUE 950
As good today as it's always been.



TIPS
Initially you'll have to play everything by ear as to what to fight hard over. Gradually you'll learn what issues the opposition will or won't back down over. There's no point being a nice guy and just defending your own sphere of influence. You've got to get out there and compete, otherwise defeat is guaranteed. Never go all the way to nuclear war yourself. Sometimes it's worth pushing the other side to the final decision to get a big climbdown. Never challenge on anything except issues you've got a good chance of winning – it will cost big points otherwise.

TARGET
Go to DefCon 4 three time in one game – and survive.

BIONIC COMMANDOS
GO!

C64/128	£9.99cs	£11.99dk
Spectrum	£8.99cs	
Amstrad	£9.99cs	£14.99dk
Atari ST		£19.99dk

Reviewed issue 10 – Original ACE Rating 838

C64 Bionic Commandos - Using your claw at full extension can get you past tricky spots.

Another coin-op conversion that works well in its home micro incarnations. The bionic man in question has extendable, grappling hook arms that allow him to swing and climb around all manner of floating platforms. He's pursued by ninjas all over the place and faces other devilish defences. As yet there aren't any clones but you can bet someone will be working on one.

VINTAGE VALUE 838
No rivals have appeared to threaten it.

TIPS
Throwing the hook can scroll the screen to reveal platforms or defences. This is frequently handy in making progress.

TARGET
Complete Level 1 without shooting anyone.

BMX SIMULATOR
Codemasters

Atari ST	£14.95dk
Amiga	£14.95dk

Reviewed issue 8 – Original ACE Rating 810

Viewed from above, this BMX-em-up gives you and a friend the chance to pedal your way round seven courses in an attempt to complete the specified number of laps within the time limit. The bumps and berms all affect your bike realistically, so use them to your advantage.

VINTAGE VALUE 760
We expect a bit more from a game nowadays.

TIPS
Some levels have undocumented short-cuts!

TARGET
Complete it without falling off.

BOBSLEIGH
Digital Integration

C64/128	£9.95cs	£14.95dk
Spectrum	£9.95cs	
Amstrad	£9.95cs	£14.95dk

Reviewed issue 4 – Original ACE Rating 901

This winter sport simulation is still unrivalled for its realistic representation of bulleting down walls of ice in a metal tube. The C64 version was sadly not up to the standard of the others, lacking the control and feel. The long term aims were quite difficult and are still a tough prospect today.

VINTAGE VALUE 863
No downward slide in gameplay here.

TIPS
Always keep the team at maximum fitness by training every other race. Good steering is crucial at the top of the run. Lose time here and you'll get a very poor time. Keep on the bottom of the track around the corners – going high usually proves fatal. Watch out for short kinks – they'll throw you out of whack very easily.

TARGET
Break the track record on every course.

BONECRUNCHER
Superior Software

C64/128	£9.95cs	£11.95dk
Amiga		£14.95dk
BBC	£9.95cs	£11.95dk

Reviewed issue 6 – Original ACE Rating 943

At first glance a *Boulderdash* rip-off, but soon reveals highly original gameplay as you attempt to collect bars of soap on screens full of hazards. Puzzling quality similar to *XOR* – addictive, at times exceptionally difficult, and always entertaining.

VINTAGE VALUE 920
As addictive as ever, proving that a powerful game design can outlast the test of time and subsequent releases. Some recent releases however, *Dungeon Master* for example, have introduced the brainpower element into more exotic scenarios.

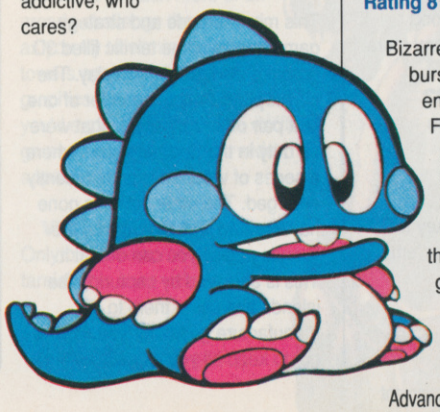
TIPS
Password entry to different screens varies on different versions, but try these: Golemkiller, Golemstench, Morphicle, Scarab, Web of Death, Underground, Hornslut. Always make soap whenever possible.

BUBBLE BOBBLE
Firebird

Spectrum	£7.95cs	
C64	£8.95cs	£12.95dk
Amstrad	£8.95cs	£14.95dk
Atari ST		£19.95dk
Amiga		£19.95dk

Reviewed in issue 1 – Original ACE Rating 958

Probably the only coin-op ever to star bubble-blowing, banana-eating dinosaurs, *Bubble Bobble* wowed us this time last year in its C64 incarnation. Since then it's surfaced on a host of other formats, but the timelessly silly gameplay shines through on all of them. Blow bubbles to trap those marauding bullies, leap up to burst the bully bubbles and then eat the fruit that the bullies turn into. It sounds stupid – hell, it *is* stupid! – but when a game's this addictive, who cares?



VINTAGE VALUE 915
Still plays well, but looks a little old now.

TIPS
The randomly distributed extras are the key. Progress fans should watch out for the level-skip umbrella, while high-score addicts will need those potion bottles that fill the screen with bonuses.

TARGET
The game's simultaneous two-player mode is a must for sustained progress. Real addicts should be able to finish the game single handed, mind you.

BUBBLE GHOST
ERE Informatiques/Infogrames

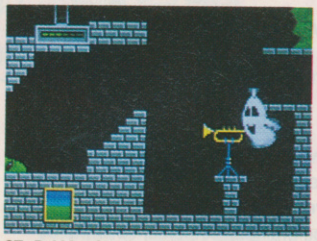
Atari ST	£19.95dk

Reviewed issue 4 – Original ACE Rating 814

Bizarre obstacles threaten to burst your bubble in this engaging little piece of French surrealism. Move your cartoon ghost round behind it and puff your cheeks out to blow that filmy little orb past spikes, through periodically closing gaps and across dangerous air currents. Wacky stuff, with bags of Gallic charm!

VINTAGE VALUE 814
Still wins full marks for weirdness – and playability!

TIPS
Many serious obstacles can be moved or switched off by blowing in the appropriate place. Vary your distance from the bubble to control how much effect your blowing has: from close up you can exert a far greater force.



ST Bubble Ghost - Your soul's in that bubble, and the only way to get it past that head is to blow the trumpet.

BUGGY BOY
Elite

C64	£9.95cs	£14.95dk
Spectrum	£7.95cs	£14.95dk
Amstrad	£8.99cs	£14.95dk
Atari ST		£19.95dk
Amiga		£19.95dk

Reviewed issue 4 – Original ACE Rating 906

The spate of car driving games began before this one hit the streets and is continuing even today. Elite took the car off-road and added obstacles to avoid and time bonuses to collect, making it a thoroughly enjoyable drive-em-up. When *Buggy Boy* first appeared it offered something new and exciting – this is not the case nowadays, however. It's still a good game but it's not great any more.

VINTAGE VALUE 863
It's lasted well, but has been superceded.

TIPS
Time bonus gates are the key to completing the game. Go for 'em whenever possible.

TARGET
Complete all five courses.

CAPTAIN BLOOD
Infogrames

Amstrad	£9.95cs	£14.95dk
C64	£9.95cs	£14.95dk
Spec	£9.95cs	£14.95dk
Atari ST		£24.95dk
Amiga		£24.95dk
IBM PC		£24.95dk

Reviewed issue 7 – Original ACE Rating 887

Captain Blood's a superb looking space quest/adventure that has you searching a vast cluster of stars for some of your clones. You've got to talk with a whole bunch of different alien types – some of whom are not friendly – in order to get any information that may or may not be of use to you.

VINTAGE VALUE 860
A novel idea well implemented.

TIPS
Note down the various planets' co-ordinates, don't rely on just remembering them.

TARGET
Find all the clones.

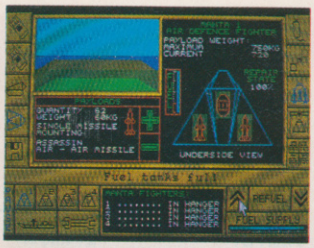
ST Captain Blood - Grunt and squeak and squawk with the aliens.

CARRIER COMMAND
Rainbird

Atari ST		£24.95dk
Amiga		£24.95dk
Amstrad	£14.95cs	£19.95dk
Spectrum	£14.95cs	£15.95dk

Reviewed issue 9 – Original ACE Rating 927

This mix of arcade and strategy game boasts some terrific filled 3D graphics and great gameplay. The player plays the commander of one of a pair of aircrft carriers that were on duty in the Southern seas where a series of volcanic islands recently emerged. The other carrier's gone haywire and is set to destroy the islands unless you can defeat it. This is achieved by capturing the islands and using them to manufacture goods for you. You've got to keep all your islands within a network for supplies to be moved around, and this is where your strategic abilities are tested.



Carrier Command ST - Manta 1's re-fuelled, armed and ready for launch.

VINTAGE VALUE 908
Nothing else combines the two genres so well.

TIPS
When loading up a Walrus, put missiles AND a laser cannon in the front compartment. Check out defence islands with a Manta to find which side the command centre is on. Approach with the carrier from that side so that you can take the centre out with the deck laser. Take out the centre before dealing with enemy Mantas. They will then run out of ammo and fuel even if you can't manage to shoot them down.

TARGET
Take out an enemy defence island using only Walruses.

COLOSSUS MAH JONG
CDS

C64	£9.99cs	£14.99dk
Amstrad	£9.99cs	£14.99dk

Reviewed issue 6 – Original ACE Rating 937

Mah Jong is a rummy-like game played with a special set of tiles. With the computer version you form *pungs*, *kongs* and *chows* onscreen against three computer opponents. They may not be the smartest ever, but they'll certainly give you a run for your money.

VINTAGE VALUE 937
Still a terrific piece of fireside software.

TIPS
The only real skill in the game is choosing which tile to discard. If you don't want to use a tile – especially if it's a dragon or wind – ditch it early: that way you can probably force its partners out of your opponents' hands. Forming a chow may seem like desperation, but if it gets you Mah Jong you should go for one like a shot: if you're that close to Mah Jong then at least one other player probably will be too, so speed is of the essence.

CHUCK YEAGER'S ADVANCED FLIGHT TRAINER
Electronic Arts

C64	£9.95cs	£16.95dk
IBM PC		£24.95dk

Reviewed issue 2 – Original ACE Rating 912

Chuck Yeager's flight trainer is, broadly speaking, a thoroughly enjoyable flight simulator – but that's by no means the whole story. The training options included make this not only fun, but instructive fun. It doesn't take long (if you follow Chuck's advice) before you're achieving such complex moves as aileron rolls and loops. The game's controlled by a series of pull-down menus which life incredibly easy, and all the options make for plenty of lasting enjoyment.

VINTAGE VALUE 912
Still one of the best flight sims around.

TIPS
Listen to Chuck!

CONQUEROR

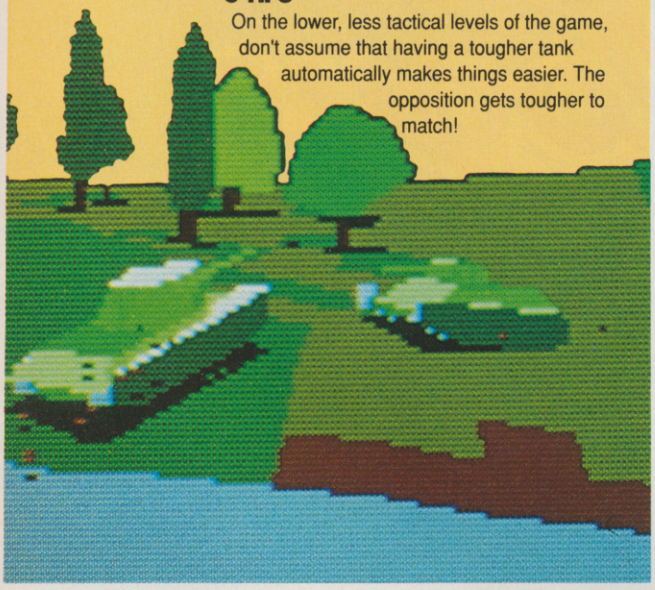
Superior

Archimedes £24.95dk
Reviewed issue 9 – Original ACE Rating 931

The *Zarch* landscape routines saw action for the second time in this solid 3D tank-em-up for 1Mb Archies only. Choose either Soviet, German or American forces to fight for and then trundle off to battle in a realistic WW2 fighting vehicle. Remarkable chiefly for the way the tanks were actually recognisable, it's an impressive game but lacks the popular appeal of *Zarch*. Good stuff, but probably best left to tank fans.

● **VINTAGE VALUE 905**
Does look a little limited compared to the later *Carrier Command*.

● **TIPS**
On the lower, less tactical levels of the game, don't assume that having a tougher tank automatically makes things easier. The opposition gets tougher to match!



COMBAT SCHOOL

Ocean

C64	£8.95cs	£12.95dk
Spectrum	£7.95cs	
Amstrad	£8.95cs	£12.95dk

Reviewed issue 5 – Original ACE rating 850

This multi-event waggler's based on the popular coin-op and has a distinct military flavour. You and a friend can compete simultaneously through up to seven gruelling events including rifle range practice and arm wrestling.

● **VINTAGE VALUE 822**
Still one of the better coin-op conversions around, even if the game style is rather old.

● **TIPS**
Learn where the targets pop up from on the rifle ranges. Waggle like mad!

● **TARGET**
Get through the game without having to do the chin-ups.

COSMIC CAUSEWAY

Gremlin

C64/128 £9.99cs £14.99dk
Reviewed issue 5 – Original ACE Rating 900

The sequel to *Trailblazer* that took bouncing balls and scrolling roadways about as far as they can go. It's fast action that's very demanding on the players reflexes and memory of the course. For 64 owners it's still a game that will test to the limit.

● **VINTAGE VALUE 820**
Tough stuff, but ageing fast.

● **TIPS**
The only way to crack this is to learn the route. If you can remember where you're going then you've just got the aliens to deal with.

● **TARGET**
Kill a dragon without getting hit.

C64 Cosmic Causeway – That big red band will bring your ball to a grinding half unless you bounce over it.

DAN DARE II

Virgin

C64	£9.95cs	£12.95dk
Spectrum	£7.95cs	£14.95dk
Amstrad	£8.95cs	£14.95dk

Reviewed issue 5 – Original ACE Rating 838

Virgin's second treen 'em-up is viewed side-on and contains four levels. The idea is for the player to take control of Dan and thwart the Mekon's plans to invade Earth by destroying the life-support capsules of the Supertreens. Good arcade adventure stuff that's great to look at.

● **VINTAGE VALUE 805**
Dan Dare II's still a worthy game, but there are better games of this sort about nowadays.

● **TIPS**
Time's your main enemy so make sure you map every level and learn the short-cuts.

● **TARGET**
Win as the Mekon.

DARK SIDE

Incentive

Amstrad	£9.95cs	£14.95dk
Spectrum	£9.95cs	£14.95dk
C64/128	£9.95cs	£14.95dk

Reviewed issue 11 – Original ACE Rating 915

The second game to use the Freescape programming system. It is much more of an arcade challenge than *Driller*, as you try to eliminate power towers against a time limit. The graphics are again excellent, as you'd expect, and the more exciting gameplay gives it a much wider appeal.

● **VINTAGE VALUE 915**
Only big developments will tarnish this ones value.

● **TIPS**
The crucial factor to getting anywhere is to eliminate a number of towers early on. This will slow the clock down and allow you to spend time working out how to get the trickier towers. The teleport crystals are in some pretty odd spots. Look carefully at the prison cell and some other seemingly useless scenery.

● **TARGET**
Complete it.

DEFENDER OF THE CROWN

Mirrorsoft

Atari ST	£29.95dk
Amiga	£29.95dk
C64/128	£14.95dk

Reviewed issue 6 – Original ACE Rating 826

When the game first came out on the Amiga and C64 it was a case of brilliant graphics, shame about the gameplay. The ST version changed that considerably and really perked up the strategy elements. The battle between six nobles to gain control of England is superbly presented and continues to be one of the most graphically impressive 16-bit games. Cinemaware have produced similar quality products like the 3 Stooges and King of Chicago, but DOTC still has an aura of class about it, even if the gameplay is weak.

● **VINTAGE VALUE 807**
Lacks depth but surprisingly is still enjoyable.

● **TIPS**
Starting from the castle next to Wales, head straight

FREE U.S. GOLD TITLE WITH THIS EDITION....

BITS AND BYTES COMPUTERS
18 CENTRAL STATION
RANELAGH STREET
LIVERPOOL
L1 1JT
MAIL ORDER HOTLINE 051 708 7408

1ST EDITION
SEPTEMBER

£1.50

LAUNCH DATE
14TH SEPTEMBER, 8-BIT
1ST OCTOBER, 16-BIT
ORDER NOW!

FULL CATALOGUE INCLUD

FREE CLUB MEMBERSH

BITS & BYTES

Computer Specialogue

ALSO IN THIS IS

DOMARK

THE EMPIRE STRIKES BAC

GRANDSL

ACTIVISI
ENTERTAINMENT SOFT

ocean

SUPER ADIDAS SPORTSWEAR TO BE WON!

EVERYONE'S A WINNER WITH *''DALEY THOMPSON'S OLYMPIC CHALLENGE''*
free "winner" keyring with every purchase of *''Daley''*

U.S. GOLD

PLUS COMPETITIONS AND PR

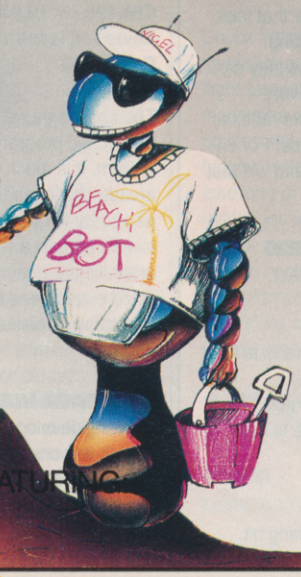
PSYCHO PIGS UXB – BLAST YOUR WAY INTO A PIGGY BANK OF LOOT:
U.S. GOLD SUMMER SPECIALS – SHAKE YOUR WAY TO A COCKTAIL SET.
LEADERBOARD – THE ULTIMATE GOLF COMPETITION – WIN YOUR OWN CLUBS.

COMMODORE 64
AMSTRAD
SPECTRUM

FREE WITH THIS ISSUE!

ELECTRONIC ARTS®

win...
WATCHES, MUGS, T-SHIRTS AND 'BARDS TALE' JIGSAWS.



INDUSTRIAL ESPIONAGE DEPARTMENT BRINGS YOU A SNEAK PREVIEW OF OPERATION WOLF.

LOOK OUT FOR SUPER SPECIALS FEATURING:
1943
GOLD, SILVER, BRONZE

JOIN THE THALAMUS Gold Rush – BRAINSTORMER COMPETITION. See inside.

Netherworld, another time another place, created from the deep dark subconscious of the mind where the forces of good and evil are locked in eternal combat. Trapped in the fantasy world the only way back is through battle and bribery.

SPECTRUM	
CASSETTE	£7.99
+3 DISC	£12.99
COMMODORE	
CASSETTE	£9.99
DISC	£14.99
AMSTRAD	
CASSETTE	£9.99
DISC	£14.99
ATARI ST	
DISC	£19.99
COMMODORE AMIGA	
DISC	£19.99

HEWSON

For Mail Order send a cheque/P.O. to Hewson Consultants Ltd. Order by credit card by sending your Access/Barclaycard number, and enclose a specimen signature. Don't forget to enclose your name and address.
Hewson, Milton Park, Milton, Abingdon, Oxon. OX14 4RX Tel: (0235) 832939 Fax. 0235 861039
As part of our continuing development of innovative Software we are always happy to evaluate software sent to us with a view to publication.

down to the castle in Cornwall and take it. You should be able to cut off the army from the castle and capture it. Don't forget to call on Robin at this early stage. The only risk is that your home castle will get attacked in the meantime. If you capture the castle beating the rest should prove easy.

Don't bother with disease or fire when attacking castles. Just make sure you knock down as much of the wall as possible. If a situation looks hopeless then go for a joust. It's risky but can be a last chance to salvage the game by gaining some land.

● TARGET
Win the game and keep the other two Saxons alive.

DEFLEKTOR
Gremlin

C64/128	£9.99cs	£14.99dk
Spectrum	£7.99cs	
Amstrad	£9.99cs	£14.99dk
Atari ST	£19.99dk	

Reviewed issue 4 – Original ACE Rating 906

Never mind the shoot-from-the-hip type of laser, here we have a laboratory environment full of mirrors, fibre-optics and light scatterers. The aim is to direct the laser at little blobs to destroy them. It calls for a sharp mind to work out the routes and quick reactions to stop the laser overheating, setting off bombs or running out of energy. You could almost call it a puzzle game, and as such there's nothing else like it. It's a bit on the easy side but still great fun.

● VINTAGE VALUE 844
Unique but too easy.

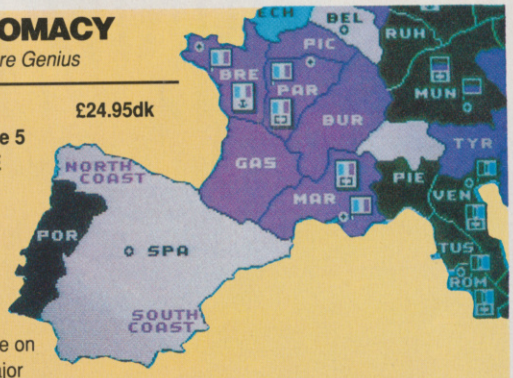
● TIPS
On screens packed with mirrors don't arrange them all, just spin around until the beam ends up near a blob and then switch to the mirror nearest. If a blob seems impossible to hit, spin each mirror slowly through all possible positions so as to test out all the possible angles and reflections.

● TARGET
Complete the game without losing a life.

C64 Deflektor – Level 2, and as yet there are no gremlins to mess up your mirrors.

DIPLOMACY
Leisure Genius

IBM PC £24.95dk
Reviewed issue 5 – Original ACE Rating 949



As computerised boardgames go, this is one of the best. Take on the role of a major European power at the turn of the century as the struggle for continental power ensues. Deploy your fleets and armies so as to gain territory from human or computer opponents, and swell your military forces with the increased production this gives you. Connive, betray and conquer: out of seven players only one can win, so alliances clearly aren't going to last forever!

● VINTAGE VALUE 949
Still indispensable for armchair warmongers.

● TIPS
Against six computer opponents you should be able to win every time, even from a weak country like Germany or Austria-Hungary. The key is to watch the computer's orders for the last go. If you haven't changed your position, the chances are he'll make exactly the same move this go.

Against humans it's a tougher business altogether, but the general rules still apply. Don't assume the worst – if everyone gangs up on you you're dead anyway – and make some allowances for other people's mistakes. You can often win well defended positions just by a shrewd guess about what your opponent's orders will be.

● TARGET
If you really fancy yourself as a vest-pocket Von Schlieffen, try this one: win the game from Turkey against six computer players, *without* invading Russia or Austria-Hungary.

DRILLER
Incentive

C64/128	£14.95cs	£17.95dk
Spectrum	£14.95cs	£17.95dk
Amstrad	£14.95cs	£17.95dk
IBM PC		£19.95dk

Reviewed issue 4 – Original ACE Rating 956

The first game to be programmed using the Freescape system that creates solid 3D environments that you can go over, under and into. The task was to explore a moon and place drilling rigs on it to release gas under the surface. The rigs have to be accurately positioned in each location. Finding the locations is where the puzzling element comes in and there are some very tricky things to work out. It matches up to all the more recent software and ST and Amiga versions are eagerly awaited.

● VINTAGE VALUE 945
No-one has bettered it yet.

● TIPS
To use teleporters go to Topaz. Use lift by firing at upwards switch. Find hidden tunnel and go to complex K1. Destroy the 4 blocks to make teleporters appear. In Beryl, sever the power lines to the building. Set all the symbols to squares and the doorway to Aquamarine is revealed. Here you'll find the jet in one of the hangars. In Obsidian you have to shoot or knock over the slab to cross the ravine.

● TARGET
Complete it without using the jet.

Relieve dangerous gas build-ups on Mitral in *Driller*.

DUNGEON MASTER
Mirrorsoft

Atari ST £24.99dk
Reviewed issue 8 – Original ACE Rating 949

Take charge of a band of four adventurers and wander through the dungeons of the Lord Chaos searching for the firestaff. The action's viewed through a large window that's surrounded by each character's icons. These icons indicate what the character's holding and their health and stamina levels. There are plenty of spells to learn and cast at the monsters that roam the 14 levels of the dungeon, but you could always resort to bashing them with an axe if you have to. Tricky puzzles, devious red herrings and magnificent atmospheric graphics and sound make this one of the best role playing adventures to have appeared on any machine.

● VINTAGE VALUE 949
A milestone in Advanced Computer Entertainment.

● TIPS
Try luring particularly vicious monsters into doorways and then lower the doors on them. Or stand one side of a pit (closed) and when the monsters are on the pit, open it!

● TARGET
Complete it using only three characters.

EAGLE'S NEST
Pandora

Spec	£8.95cs	
C64	£8.95cs	£12.95dk
Ams	£8.95cs	£12.95dk
Amiga		£19.95dk
Atari ST		£19.95dk

Reviewed issue 5 – Original ACE rating 904

This *Gauntlet* clone's just as playable on the larger machines as it was on the 8-bit micros. You view the hero from above as he stomps around a German castle dealing leaden death to hundreds of Jerry soldiers.

VINTAGE VALUE 802
Better games of this type have since appeared.

● **TIPS**
Don't collect too much ammo all at once, you can only carry a maximum of 99 shots at any one time.

● **TARGET**
Don't use more than 150 shots on each level.

ENDURO RACER

Activision

C64	£9.99cs	£14.99dk
Spec	£7.99cs	
Ams	£9.99cs	£14.99dk
Atari ST		£14.99dk

Reviewed issue 6 – Original ACE rating 815

ST Enduro Racer – Oops! You should have pulled a wheelie before you hit that jump. Now you're in for a nasty landing...

This coin-op conversion gives you a dirt bike on which to race through five gruelling stages of bumps and twisting roads. Watch out for the rock piles, other riders and jeeps that can all send you flying into a tangled heap of twisted metal. Get through a stage with seconds to spare and the extra time's added to the clock for the next stage, which is handy because the stages get harder.

● **VINTAGE VALUE 760**
A good conversion of the arcade game, but we expect our games to have more of a lasting challenge nowadays.

● **TIPS**
Try typing in the word CHEAT after the countdown, then press the letter T if you want an extra 10 seconds, or the S to advance you one level, or the F for turbo speed (210kmh).

● **TARGET**
Complete it without crashing!

FALCON

Spectrum Holobyte/Mirrorsoft

IBM PC	£34.99dk

Reviewed issue 9 – Original ACE Rating 939

The definitive American flight simulator is complex with a capital C. Fly a *very* realistic F-16 on a wide range of missions, step up the difficulty settings as your flying skills increase, and marvel at the attention to detail. The solid 3D graphics should be even better when EGA PC, Atari ST and Amiga versions come through.

● **VINTAGE VALUE 925**
Still very realistic, but *Interceptor* does show up its playability shortcomings rather.

● **TIPS**
Read the manual! It's much, much more than window dressing. You won't get very far at all if you just take to the air and try toughing it out.

● **TARGET**
Land successfully with the HUD switched off in Colonel mode.

FERRARI FORMULA ONE

Electronic Arts

Amiga	£24.95dk

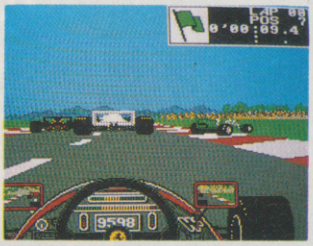
Reviewed issue 8 – Original ACE Rating 856

As the title suggests, Formula One racing's the name of the game here, with the player firmly in the driving seat. Although driving's the main part of the game there are other things to attend to. What angle should the car's wings be? Can you afford to sacrifice a bit of roadholding for extra speed at this track? Just how rich should the fuel mixture be? Once you're behind the wheel though and waiting for the light to turn green, it's too late to realise you shouldn't be on slicks in this pouring rain.

● **VINTAGE VALUE 856**
The best racing game available for the Amiga.

● **TIPS**
At the start of a race, count to 2 after the green light's come on, then press the accelerator and keep it pressed. Keep the car in a straight line and if you're on maximum turbo boost you'll find yourself moving up through the pack rapidly – don't be too keen though because a sharp corner is never far away.

● **TARGET**
Win a ten-lap race with manual gearchanging.



Amiga Ferrari Formula One – Right at the start of the race. Even the computer-controlled cars can crash.

FLIGHT SIMULATOR III

Sublogic

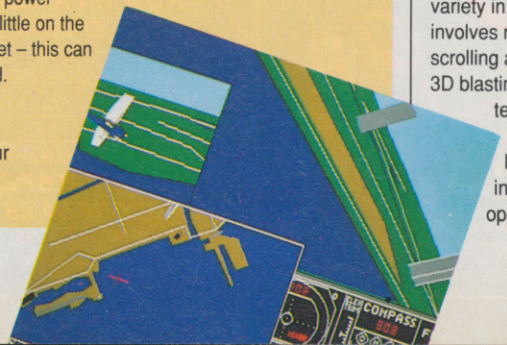
IBM PC import only – prices vary
Reviewed issue 12 – Original ACE Rating 838

The grand old man of flight sims sees its newest version, now with wonderful EGA graphics and some extra comms options. Fly a prop-driven Cessna or executive-style Learjet around North America, learning to fly or just sightseeing. Either way it's instructive and impressively realistic. Action fans will find it completely snooze-worthy mind you, but that comes with the territory.

● **VINTAGE VALUE 838**
Hardly out of the wrapper!

● **TIPS**
The slow frame and control rates can make you overcontrol, so a little restraint is in order. As with all really authentic flight sims, there's bookwork to be done first. Shirk this and you won't stay airborne long: planes aren't as simple to fly as you might imagine, and with power problems on both planes – too little on the Cessna, too much on the Learjet – this can mess you up very easily indeed.

● **TARGET**
Make a night landing with your instrument lights off.



FLYING SHARK

Firebird

C64	£8.95cs	£12.95dk
Spectrum	£7.95cs	
Amstrad	£8.95cs	£14.95dk

Reviewed issue 5 – Original ACE Rating 893

A vertically scrolling shoot-em-up this time. You're flying a trusty (if ancient) biplane through five levels of increasingly difficult attack from enemy planes and gun emplacements. There are plenty of extra weapons to pick up, and monster-sized tanks and planes to be destroyed.

● **VINTAGE VALUE 850**
Good graphics, good gameplay, what more do you need in a shoot-em-up?

● **TIPS**
Learn where the planes and tanks are coming from. Collect all the extras and don't hang around at the bottom of the screen.

● **TARGET**
Complete level 1 without extra weapons.

GRYZOR

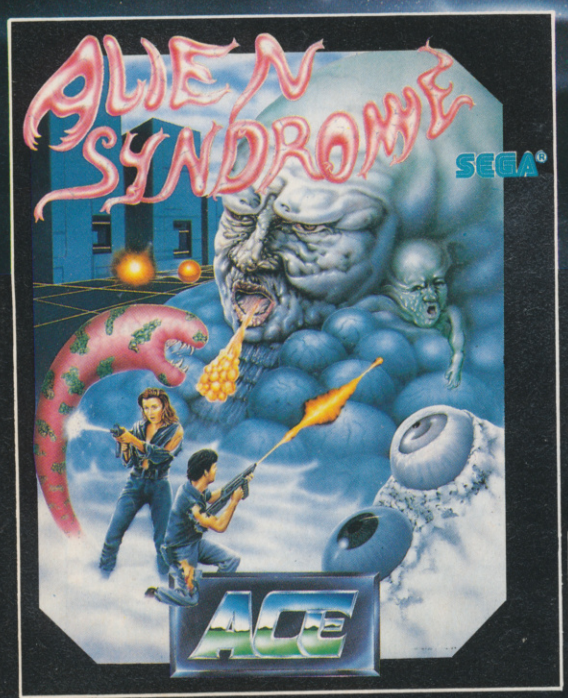
Ocean

C64/128	£8.95cs	£14.95dk
Amstrad	£8.95cs	£14.95dk
Spectrum	£7.95cs	£12.95dk

Reviewed issue 5 – Original ACE Rating 771

One of the best coin-op conversions to make its way onto the home micros. This mainly stems from the variety in the gameplay, which involves not only horizontally scrolling action but some pseudo-3D blasting as well. Arcade games tend to get continually bettered, but this one still looks good and plays well in comparison to the opposition.

ACE POWER!



ACE

COMMODORE 64 · ATARI ST
NOW ON AMIGA £24.99
SPECTRUM £8.99
(+3 DISC £14.99)
"Alien Syndrome is simply brilliant"
ZZAP SIZZLER

Available on SPECTRUM and
NOW ON ATARI ST £19.99
COMMODORE 64 £8.99
(COMMODORE DISC £14.99)
"This is a great conversion" THE GAMES MACHINE

Garfield

"BIG, FAT, HAIRY DEAL"

THE COMPUTER GAME!

SPECTRUM
£8.99

AMSTRAD
COMMODORE
£9.99
DISC - £14.99

"EASILY THE BEST CARTOON LICENSE EVER" *

ATARI ST
OUT NOW! £19.99
COMING SOON ON
AMIGA £24.99

*SINCLAIR USER

GARFIELD © 1978 United Feature Syndicate Inc.

VINTAGE VALUE 743
Holds up better than most coin-ops.

TIPS
On the first stage you want to get hold of the scatter gun because it's handy for taking out emplacements at an angle. In the corridor section you should keep moving continuously from side to side to avoid the enemy fire.

TARGET
Complete it without extra weapons.

GUNSHIP
Microprose

Atari ST		£24.95dk
IBM PC		£34.95dk
C64	£14.95cs	£19.95dk
Spec	£9.95cs	£12.95dk
Ams	£14.95cs	£19.95dk
Amiga		£24.95dk

A good old gung-ho helicopter flight sim/combat game with an impressive manual. You get to fly missions in several areas starting with flight training in the USA and culminating in combat in Western Europe.

VINTAGE VALUE 802
Pales slightly in the face of strong recent competition.

TIPS
Be warned – flying a helicopter ain't easy. They respond slowly – but just as inevitably – to the controls. And the keyboard overlay is essential.

HELTER SKELTER
Audiogenic

Atari ST	£14.95dk
Amiga	£14.95dk

Reviewed issue 12 – Original ACE Rating 856

From the same team that brought you *Impact* comes another wildly addictive game. It doesn't look like much but it concocts some wicked puzzles out of a few straight lines, some monsters and a bouncing ball. It relies on the control for most of its appeal and suceeds well. It's got elements of *Bubble Bobble* and it will be interesting to see if any other similar games come out.

VINTAGE VALUE 856
What could happen in a month?

TIPS
Don't panic and don't give up. Even with just a few seconds left you can achieve quite startling screen completions. Learn how to damp the bounce because it can save immense amounts of time.

TARGET
Score 1,000,000 on the pre-programmed screens.

HUNTER'S MOON
Thalamus

C64	£9.99cs	£12.99dk

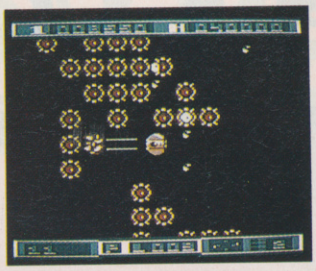
Reviewed issue 6 – Original ACE Rating 863

This unusual eight-way scroller sets you the task of blasting into organic alien structures and collecting vital star-cells from within them. The chief problem here is that, being organic, the structures rebuild themselves in a cyclic pattern. Blast your way in at the wrong time and place and you're dead! Some rather odd sub-games and a total of 128 levels add depth to a quirky but enjoyable test of arcade skills.

VINTAGE VALUE 815
Seems a little repetitive in retrospect.

TIPS
Use of shielding is vital to getting those star-cells successfully. Perma shields are all very well while you're learning the line to take through each structure, but in the long term you'll have to rely on the 'momentum' of the temporary protection you get from each star-cell.

TARGET
Want to try some limit setting? Then clear the first three star systems without using any shielding – that is, waiting between star-cells for the short-term shield to wear off.



C64 Hunters Moon – Blasting your way through a colony in search of star cells.

IMPACT
Audiogenic

Atari ST		£14.95dk
Amiga		£14.95dk
Amstrad	£9.95cs	£14.95dk
C64	£9.95cs	£14.95dk
Spectrum	£9.95cs	

Reviewed issue 1 – Original ACE Rating 955

Breakout clones are still pouring onto the shelves even now, but this one still has that something extra. Not only is there the fast action, sharp graphics and musical sound effects, but a screen designer which gives the game much more variety and interest. The sheer weight of clones has devalued *Breakout* games, not that they had much originality or depth going for them anyway. They're still horribly addictive, though, and you'll find yourself coming back to this one time and time again.

VINTAGE VALUE 866
Still the best *Breakout* clone.

TIPS
There are two aims you can go for – points or progress. Points players will collect the spinning staples and take the bonus points at the end of a screen. Progress players will use the staples to get additional powers that make surviving the level easier. Here are the codewords for accessing different screens: gold, fish, wall, plus, head, fork, road, and 'user' for the user-defined screens.

TARGET
Complete 10 levels without using any extra powers.

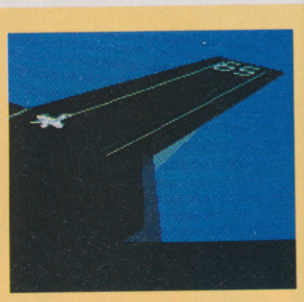
JET BIKE SIMULATOR
Codemasters

Spectrum	£4.99cs
Amstrad	£4.99cs

Reviewed issue 7 – Original ACE Rating 825

Having almost cornered the market in high class budget software, Codemasters decided to up their prices for their Plus range of games. These offer games players the chance to play both standard and expert versions of the same game. In *Jet Bike Sim* you and a bunch of mates (or computer drones) get to

INTERCEPTOR
Electronic Arts



Amiga	£24.95dk

Reviewed issue 10 – Original ACE Rating 934

The best combination of flight simulation and combat yet. Not to mention the astounding graphics and realistic sound effects. This combat simulator sets you a series of difficult missions. You start off simply by identifying an aircraft, but it soon escalates into dogfights with Migs, chasing after cruise missiles, saving the President's plane and even attacking an aircraft carrier. Unlikely to be bettered for some time.

VINTAGE VALUE 934
Nothing even comes close to it yet.

TIPS
The mission descriptions shouldn't be taken as gospel. On several of them you'll have to change your plans. Remember it's a combat simulator, if things don't co-operate – let 'em have it. One good way of dealing quickly with Migs is to fly very low to the ground under them and then loop up behind them, where you give them a quick missile as soon as it's in range.

TARGET
Shoot down the cruise missile with cannon-fire only.

race around several water courses competing not only against each other but also against a tight time limit.

VINTAGE VALUE 816
Still a good multi-player game.

TIPS
Try playing the expert level first – then switch to standard level and you should find you can hold your own.

TARGET
Finish first at the Expert level on all the courses.

KARTING GRAND PRIX

Anco

Amiga	£9.95dk
Atari ST	£9.95dk

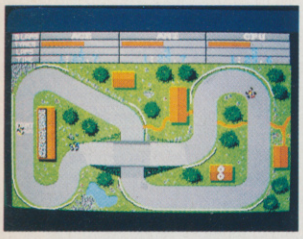
Reviewed issue 7 – Original ACE rating 844

This is a viewed from above race em-up, that has loads of tracks and some hard to beat computer drones. Not only does the gameplay compare favourably with such classics as *Super Sprint*, but the price is quite attractive too.

VINTAGE VALUE 840
The game's lost very little appeal.

TIPS
Stick to the same track until you get well acqainted with how the kart handles.

TARGET
Lap the computer drone.



Amiga Karting Grand Prix – That's you in the blue car, just about to crash.

LEATHERNECK

Microdeal

Atari ST	£19.95dk
Amiga	£19.95dk

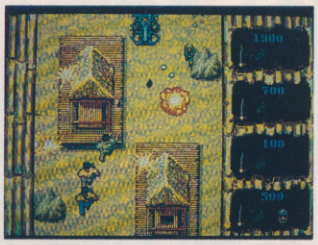
Reviewed issue 10 – Original ACE Rating 897

The first game to have four player action, via an interface that allows four joysticks to be used at once. It's basically just a *Commando* derivative, but it's packed full of great graphics, meaty sound effects and violent action. If it's bloodlust your after then this one delivers. *Gauntlet II* has followed it down the four-player path but it hasn't diminished its enjoyment level.

VINTAGE VALUE 880
There aren't many four-player games around.

TIPS
Work in teams of two. Each team takes a side of the screen and relies on the other team for covering fire. Don't shoot your buddies in the back – reprisals are swift. Edge forward slowly up the screen. A gung-ho approach will flood the screen with the enemy and get you dead fast.

TARGET
Score 100,000.



Atari ST Leatherneck – Player 4 got too close to that explosion and has paid the price.

MAGNETRON

Firebird

Spectrum	£7.95cs	
C64	£8.95cs	£12.95dk

Reviewed issue 8 – Original ACE Rating 904

Take a standard isometric 3D arcade adventure, add Steve Turner's game-pacing skills, stir in some magnetic physics and what do you get? A little cracker of a game, that's what. Steer your droid around eight multi-screen weapons satellites, shuffle their reactor rods around to shut the power off, and kill or cannibalise any robot that gets in your way. Finely crafted stuff!

VINTAGE VALUE 865
Looks rather dated now, sad to say.

TIPS
Weight and motive power can be important, but also keep an eye on your level of charge. Floor magnets can become very dangerous indeed once you're carrying a sizable rod: nothing finishes you off quicker than being sent sailing off a ledge!

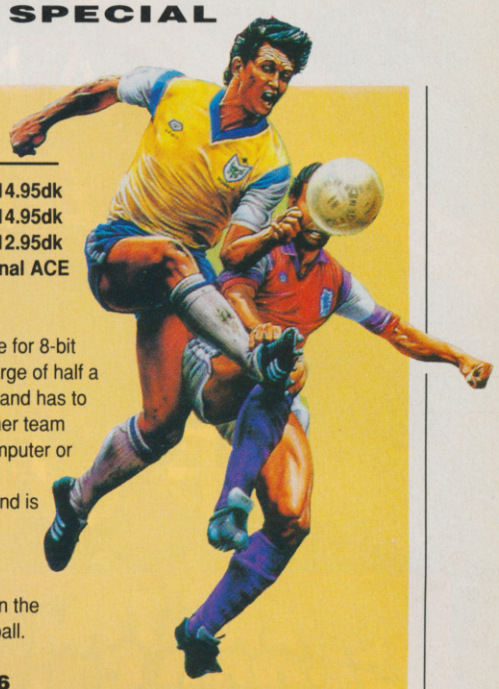
TARGET
Complete one satellite using only KLP2.

MATCHDAY II

Ocean

Spectrum	£7.95cs	£14.95dk
Amstrad	£8.95cs	£14.95dk
C64	£8.95cs	£12.95dk

Reviewed issue 5 – Original ACE Rating 906



The definitive football game for 8-bit micros. The player's in charge of half a dozen pixelled footballers, and has to score goals against the other team controlled by either the computer or a friend. Kick strength is determined by the player and is represented by the 'Kickometer' that appears above the character that's either in possession, or is in the best position to reach the ball.

VINTAGE VALUE 906
There's still nothing to beat it on the 8-bit machines.

TIPS
Gang up on the computer!

TARGET
Beat the computer by 4 goals in the F.A. Cup Final.

MERCENARY

Novagen (now available as twin cassette compilation edition including Escape from Targ *and* The Second City*)*

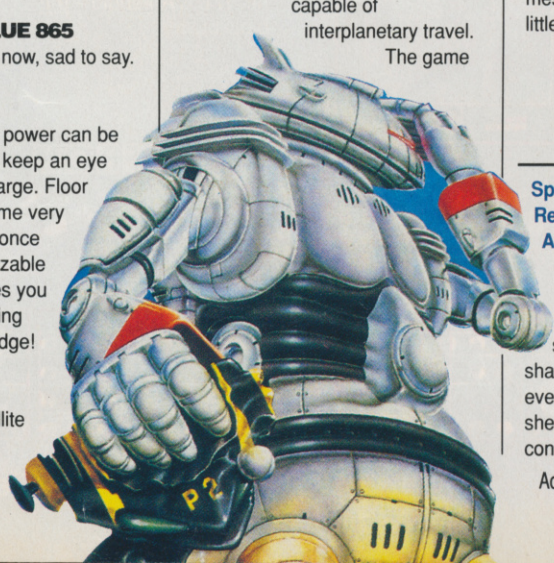
Spectrum	£9.95cs	£14.95dk
Amstrad	£9.95cs	£14.95dk
C64	£9.95cs	£14.95dk
Atari ST		£19.95dk
Amiga		£19.95dk

Reviewed issue 8 – Original ACE Rating 894

This 3D vector graphic game set the pace for 'real' environments. You have to get off the planet Targ by first getting to an orbiting space station and then finding a spaceship capable of interplanetary travel. The game even goes underground and has dogfighting action. It has dated because of the introduction of improved game environments like those created by the Freescape system in *Driller*. Filled in graphics and shading help create more atmospheric surroundings. The task remains a good challenge though.

VINTAGE VALUE 823
Vectors lose the realism race to filled in 3D.

TIPS
Underground hangers are located at 03:00, 03:15, 81:35, 11:13, 09:05 and 09:06. That big lump of cheese looks big enough to get into. Don't mess with alien spacecraft, there's little to be gained and a lot to lose.



MOONSTRIKE

Mirrorsoft

Spectrum	£7.95cs

Reviewed issue 2 – Original ACE Rating 898

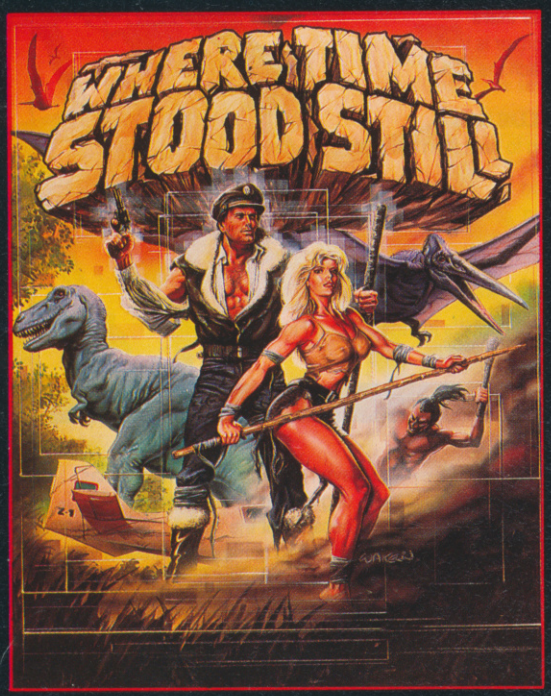
Written in New Zealand and set on the Moon, this vertically scrolling shoot-em-up has strong shades of *Xevious*. If anything it's even slower though, relying on the sheer weight of enemy fire – consisting of light bulbs, coins and

COME AND SEE US ON STAND No 3101 THIS YEAR AT THE PERSONAL COMPUTER SHOW

14th-16th SEPTEMBER EARL'S COURT, LONDON.

AMIGA £24.95

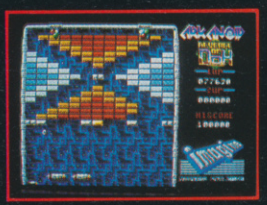
FUEL FOR EI



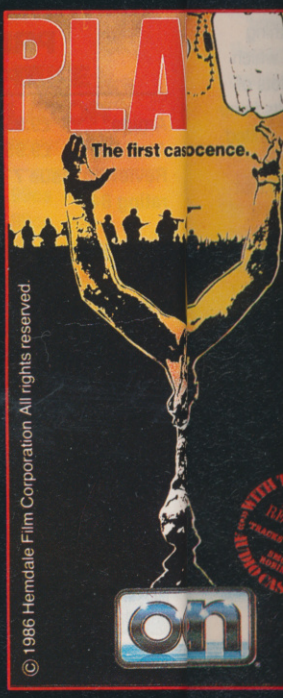
Your plane has ditched on a mountainous plateau somewhere in deepest Tibet. You and your companions are alive. A large shape moves toward you, you rub your eyes in disbelief; a Dinosaur! – where are you ... and when? Stunning, monochromatic 3D graphics and 4 way scrolling, give that '50's cinema mood as you learn not only to survive, but also that your companions are not all they first seemed!

FROM ocean

One phrase sums up the success and appeal of Arkanoid – "I'll just have another go!" Arkanoid is addictive! Using all the capabilities of the 16 bit micro this conversion is almost an exact replica with all the excitement of the original Taito coin-op smash hit. This is Arkanoid – the blockbuster.



FROM Imagine ...the name of the game



Exceptional graphics, inn
game design and digitise
all add up to recreate the
atmosphere generated in
office smash hit. Closely f
the original storyline you
your platoon, selecting in
men for assignment, who
encounter the enemy an
many booby traps as you
find the enemy's underg
headquarters. On enterin
warren of tunnels you wi
flares and a keen eye – y
enemy will lunge at you,
beneath the waters whic
the tunnel floor, wielding
knives – the atmosphere
enough to kill!

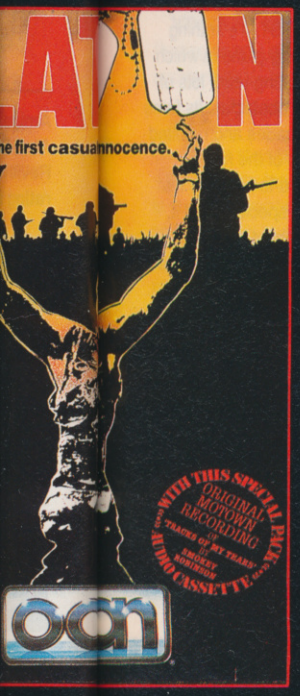
FRO

16 BIT STATE

6 Central Street · Manchester · M2 5NS · 061 83

ATARI ST £19.95

ENTERTAINMENT



aphics, innova
nd digitised so
ecreate the
enerated in the
t. Closely follo
oryline you take
selecting indivi
ment, who wi
enemy and th
raps as you see
y's undergrou
On entering t
uels you will ne
en eye – your
ge at you, fro
aters which flo
r, wielding vic
mosphere itsel

DALEY IS BACK Enter the 1988 Olympic Challenge with Daley Thompson as you 'work out' in the gym, where your efforts will directly affect your performance in the competition itself – another first from Ocean.

Ten Olympic events include Long Jump, Shotput, High Jump, 100m Sprint, 400m, 110m Hurdles, Discus, Pole Vault, Javelin and 1500m. You will need all your skills to build on what you hope was, an impressive work-out, and, as is necessary for all top flight athletes, your judgement to select the most effective equipment for each event is now vital – a decision which can win or lose you a place on the podium.

This isn't just another sports simulation, this is a Daley Thompson 'event' where all his talent and humour burst through to make a thrilling and enter taining game play for all the family. Go for the Olympic Challenge!

FROM

FROM

EOF THE ART

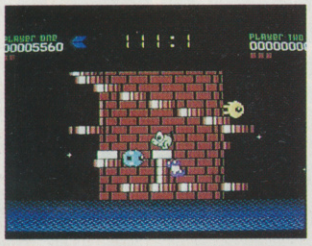
5NS · Tel 061 832 6633 · Telex 669977 OCEANS G

any other ridiculous bric-a-brac they can come up with – to put the pressure on you. Backdrops and ground details include pizzas, 6502 chips and the Mona Lisa. Old hat and mono it may be, but what a load of wonderfully surreal nonsense it is!

VINTAGE VALUE 740
It wasn't a new game style even then: now it really looks old.

TIPS
Stay well up the screen so as to hit ground defences early. When you fire and pull back to release a bomb, veer off to one side immediately to avoid defending fire. This goes double for the end-of-level fortresses.

TARGET
Lunar experts can feel pretty smug if they can reach the Mona Lisa without losing a life, but their joysticks'll be a bit of a mess by then.



C64 Nebulus - Can Pogo make the jump from the jiift over the top of the bouncing sphere?

NEBULUS
Hewson

C64/128	£8.95cs	£12.95dk
Spectrum	£7.95cs	
Amstrad	£9.95cs	£14.95dk

Reviewed issue 4 – Original ACE Rating 943

The platform game reached new heights of originality and compulsiveness with this tower turning epic. Your cute character Pogo has to make his way up towers in the sea. Reaching the top causes the tower to collapse and Pogo to move onto the next one. The towers are superbly constructed with disappearing floors, corridors through them, lifts, deadly objects and all sorts of nasty traps. You'll need to put plenty of brainwork into solving tricky situations, as well as fighting time limits and the devious aliens. An instant classic that hasn't been bettered.

VINTAGE VALUE 930
It remains the ultimate in wacky platform games.

TIPS
Watch out for disappearing blocks because they crop up just when you've been lulled into a sense of security. Learn the timing of the flying alien so that you don't get caught in a spot where there's no escape route up, down or through a door. Remember that getting high enough above aliens makes them disappear – this comes in very handy on some towers.

TARGET
Complete Tower 7.

NIGHT RAIDER
Gremlin

Atari ST		£19.99dk
Spec	£9.99cs	£12.99dk
C64	£9.99cs	£14.99dk
Ams	£9.99cs	£14.99dk
IBM PC		£19.99dk
Amiga		£19.99dk

Reviewed issue 12 – Original ACE Rating 773

Not terribly realistic, but nevertheless an enjoyable flight sim/strategy/action game which sees you at the helm of a Grumman Avenger based on the Ark Royal. Set out on one of five hair-raising missions to sink the Bismarck, battling against a variety of U-boats, E-boats and Dorniers.

VINTAGE VALUE 773
It's hardly dated since we reviewed it...

TIPS
Set up your approach carefully using the map screen when going in to strafe a U-boat or E-boat – you won't find them by randomly flying around the ocean. Hang on to the last minute before releasing your torpedo at the Bismarck. Fire too early and you'll miss, and the mission will fail.

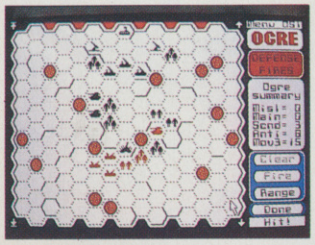
TARGET
Sink the Bismarck!

OGRE
Origin Systems/Microprose

C64	£19.95dk
IBM PC	£24.95dk
Amiga	£24.95dk
Atari ST	£24.95dk

Reviewed issue 3 – Original ACE Rating 813

This one or two-player wargame's set in the 21st century and is based on the Steve Jackson board game. The action takes place on a 15 x 21 hexagonal map, and the idea is for



Amiga Ogre - The defenders launch a concentrated attack on the fearsome Ogre's tracks.

one player (or the computer) to control a monster fighting machine (The Ogre) and try to capture the defending player's Command Post. Wargames have certainly moved on since *Ogre* first appeared, making it look very dated. The game's too simplistic and too limited by today's standards to warrant the original high PIC value.

VINTAGE VALUE 650
The standards of strategy software have risen dramatically in the last year.

TIPS
Take out the Ogre's tracks as early as possible.

TARGET
Destoy the Ogre with an all-GEV defence.

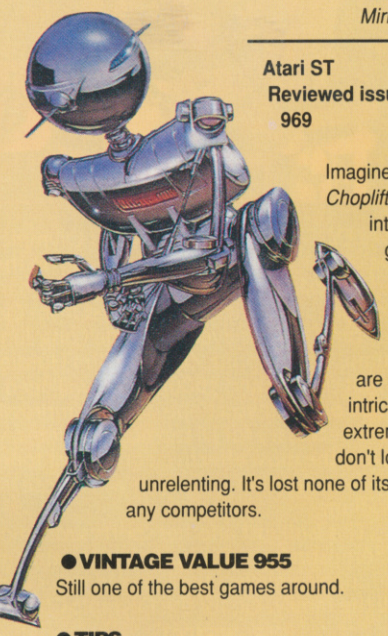
OUT RUN
Sega/US Gold

Sega		£24.95cr
Atari ST		£19.99dk
C64/128	£9.99cs	£11.99dk
Spectrum	£8.99cs	
Amstrad	£9.99cs	£14.99dk

Reviewed issues 2 and 5 – Original ACE Rating 852

It was an great game in its Sega console incarnation, a dreadful one on the 8-bit machines and back to greatness on the ST. It's nothing more than a racing game in which there's an undulating road, lots of traffic and many obstacles. Its fame started in the arcades and resulted in massive sales of the home versions. It's hard to see now that there was much special about it, even the most recent and much improved ST version. There have been better racing games in the past and doubtless will be in the future.

OIDS
Mirrorsoft



Atari ST	£19.99dk

Reviewed issue 8 – Original ACE Rating 969

Imagine *Thrust*, *Defender*, *Choplifter* and *Asteroids* all rolled into one and this is what you get. The task is to scour planet surfaces for Oids to rescue, while battling the overwhelming alien defences. The controls are superb and the planets intricately designed to be extremely devious. The graphics don't look special but the action is unrelenting. It's lost none of its attraction and doesn't have any competitors.

VINTAGE VALUE 955
Still one of the best games around.

TIPS
Keep a close eye out for spikes popping out of the landscape. The tip starts flashing as you get near – a warning of impending doom. Don't pussyfoot around with bases. Get a full load of nova bombs, fly in and let it have three as fast as possible. Always enter teleports very slowly because you frequently pop out in confined spaces. Don't pick up Oids until you've cleared the surrounding area of the enemy. Accidentally shooting Oids or dying with some on board is an unforgiveable sin.

TARGET
Complete Trianguloids.

The Sega console hasn't made as big a breakthrough over the last year as was expected, but software of the quality of Out Run could still establish it firmly as a leading entertainment machine. Of course, it will face stiff competition from the rival Nintendo console.

VINTAGE VALUE 692
Racing games become kerb crawlers fast.

TIPS
The routes stay the same, so make sure you learn the best one for you to survive. Keep your foot to the floor and use gears to change your speed when necessary. Drive as fast as you can. Don't crash. Mind the trees.

TARGET
Complete the first stage with twelve seconds to spare.

PHOENIX
ERE Informatiques/Infogrames

Atari ST £19.95dk
Reviewed issue 4 – Original ACE Rating 887

This abstract piece of French 3D-ware sends you hurtling down a wireframe tunnel in the depths of space. Your object is simply to reach the end without running off the tunnel surface, and that's not an easy proposition. Surface panels can drain or boost your energy, lock your controls up or simply not be there. The controls are tricky to say the least, making a very simple game oddly, even maddeningly addictive.

VINTAGE VALUE 780
Looks a bit simple for full price now, but it's still worth playing.

TIPS
Concentrate on your controls the whole time, especially on long diagonal stretches. If you lose the rhythm of the control movements you're as good as dead. The weirdest thing about playing this game is the teeth-gritting factor. In places you simply *have* to run over an energy loss panel, the alternative being death. Don't let this get to you: the lack of restart points will wind you up enough as it is.

TARGET
Complete the first stage with your eyes shut (it is possible).

PHM PEGASUS
Electronic Arts

C64	**£9.95cs**	**£14.95dk**
Spectrum	**£8.95cs**	
Amstrad	**£8.95cs**	**£14.95dk**
IBM PC		**£19.95dk**

Reviewed issue 3 – Original ACE Rating 831

Patrol Hydrofoil Missilecraft, just in case you were wondering what the PHM stood for. You play the commander of one such vessel (The Pegasus) and it's your job to complete a series of missions each within a time limit. The emphasis is more on action than strategy, though tactics play an important part. For action fans, the game's still a real treat.

VINTAGE VALUE 820
It's aged well.

TIPS
Don't waste ammunition, and watch the radar's range setting. It's no good having it set to maximum range when there are a large number of ships in the immediate vicinity.

TARGET
Complete a scenario without taking a single hit.

PLATOON
Ocean

Spectrum	**£9.95cs**	**£14.95dk**
C64	**£9.95cs**	**£14.95dk**
Amstrad	**£9.95cs**	**£14.95dk**
Atari ST		**£19.95dk**
IBM PC		**£24.95dk**

Reviewed issue 7 – Original ACE Rating 801

An above average game-of-the-film, Ocean's jungles and tunnels epic takes you through a clutch of Vietnam-flavoured sub-games. Search the village, defend your foxhole and then escape an air-strike in your quest to...well, to re-enact the film really. Reactions and mapping skills are at a premium as you struggle to defeat some rather comic-book Viet Cong fighters, not to mention the odd psychopathic American – all of which works great on the C64 and rather poorly on other machines.

VINTAGE VALUE 715
Inevitable deaths and big-league frustration take their toll.

TIPS
The key to the game is a methodical approach. If you're too lazy to map as you go along (and who isn't?) check out Ian Thompson's guides in ACE issues 8 and 11. Oh, and on the C64 version be sure to stoke up with supplies just after the bridge in Part 1.

TARGET
Complete Level 1 without switching men or getting killed in action.

PLEXAR
Mastertronic

Spectrum £2.99cs
Reviewed issue 2 – Original ACE Rating 887

As a Plexarian (a cute, bouncy ball) you've got to bounce your way across some 16 roads that span your home world. Some of these roads lead to dead-ends, but if you're fortunate you'll be able to switch to an overhead road that might lead you further – but beware, your controls are reversed on overhead roads. Tough, addictive and tremendous fun.

VINTAGE VALUE 805
Still a good bouncy ball game.

TIPS
If you're having trouble in the game, remember that certain squares (diagonal black and white lines) make you bounce backwards one square – tricky when there are lots of squares next to each other. The solution is simple – bounce on to the square and before you bounce back move the joystick (or keys) to move you in the opposite direction. The square thinks you've landed on it from the opposite direction and thus bounces you the other way – which is where you want to go!

TARGET
Complete ten roads without losing a life.

POWERPLAY
Arcana

C64	**£9.95cs**	**£14.95dk**
Ams	**£9.95cs**	**£14.95dk**
Atari ST		**£19.95dk**
Amiga		**£19.95dk**

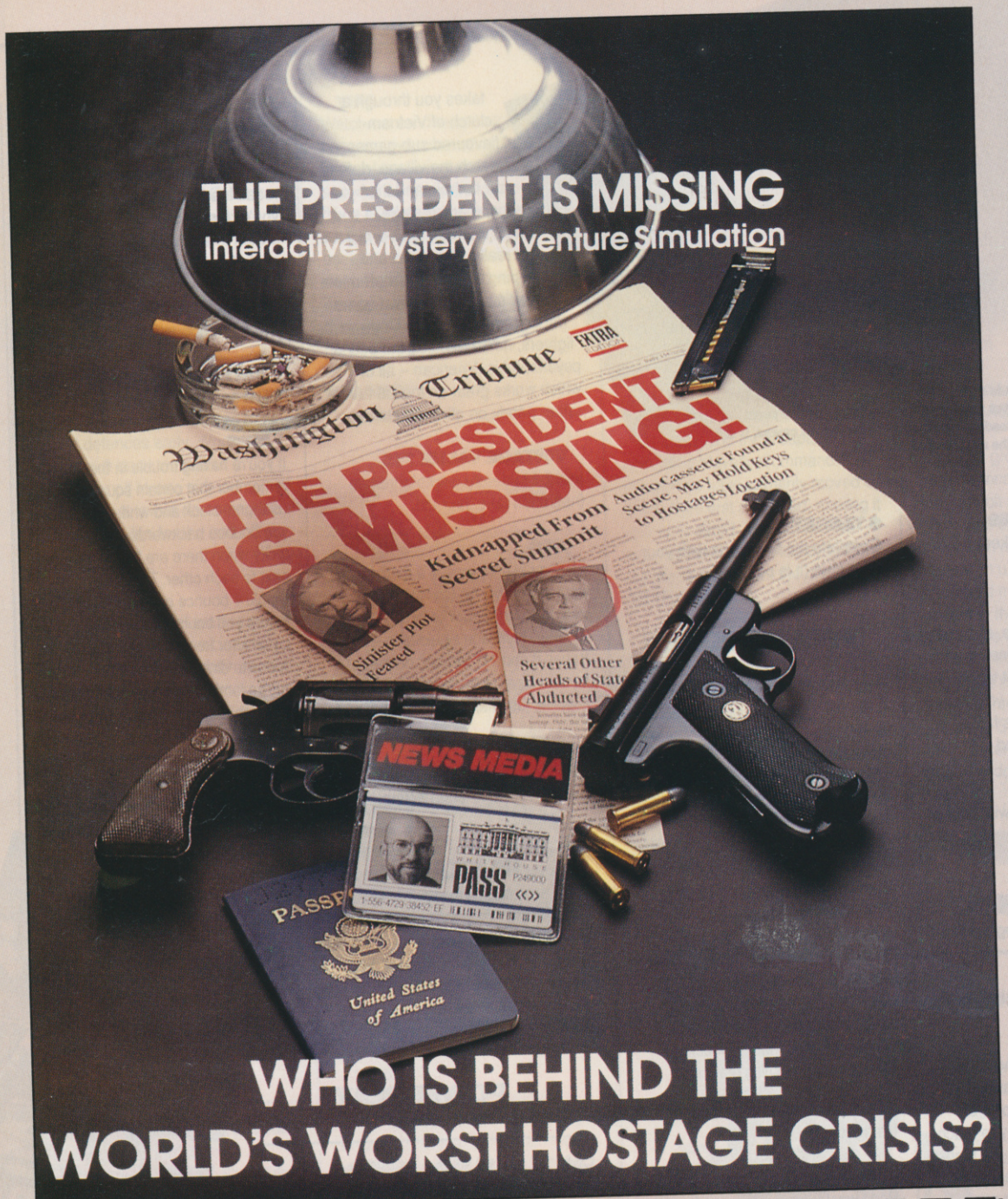
Reviewed issue 6 – Original ACE Rating 955

A cross between *Trivial Pursuit* and *Draughts*, *Powerplay* is set against a backdrop of Greek mythology. Get the answer to a trivia question right and you can move a piece on a chequered board as you attempt to beat your human or computer opponent (up to four can play). Engage an enemy piece in combat and you have to do battle in a trivia quiz either on Mount Olympus, Medusa's Cave or over a lava pit. If you win, the opposing piece is demoted in status. If you lose, you're the one in trouble. A fascinating blend of two game styles.

VINTAGE VALUE 955
Still the best of its type

TIPS
Don't let your pieces stand around in one place for too long, or they'll get fidgety and start moving about of their own accord. The squares on the board are colour-coded according to the subject matter – choose your route according to the subjects you're surest of.

TARGET
Complete the game without mutating.



WHO IS BEHIND THE WORLD'S WORST HOSTAGE CRISIS?

The President of the U.S. and other members of a top-secret summit have been taken hostage. As the world watches and waits, your job is to secure the safety of the captives and resolve the crisis.

This exciting simulation is a challenging test of your skills. A cassette containing the terrorists demands and loaded with vital clues is your starting point. Utilizing the main computer of the CIA's Counter Terrorist branch you must correctly identify suspects, working under mounting pressure and tension.

Make the right decisions and the trail of espionage, secrecy and deception eventually takes you to the Middle East. Here, you discover that an even more sinister – but undeniably intriguing – plot lies behind the kidnapping.

Have you got ability to successfully investigate international terrorism? The President Is Missing – available for C64/128 computers, plus IBM PC's & compatibles.

Please send ..... copy/ies of The President is Missing. Format ..... Price £.....

(C64/128 £12.95 IBM PC/compatible £24.95.)

Name(block capitals) .....

Address .....

..... Post code .....

I enclose £..... including £1.00 P&P UK only. (Overseas £2.00)

Cheques payable to MicroProse Software Ltd. Or debit my Access/Visa card.

Expiry date .....

No. ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

For more information on the Cosmi range please tick box ☐

COSMI

Tomorrow's Reality...Today

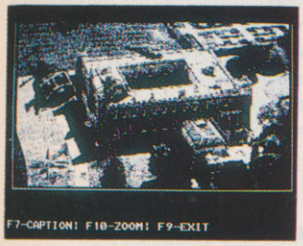
Cosmi, MicroProse Ltd., 2 Market Place, Tetbury, Glos GL8 8DA, UK. Tel: (0666) 54326 Tlx: 43422 MPS/UKG

THE PRESIDENT IS MISSING

Cosmi

IBM PC £24.95dk
C64/128 £12.95dk
Reviewed issue 12 – Original ACE Rating 785

A sleuth-em-up in which you have to track down the leaders of the Western nations who have been kidnapped by terrorists. There are photographic files, documents and an audio tape that you can examine in your search. It's a tough game to get to grips with but very rewarding to succeed at.



PC President Is Missing – A surveillance shot of the site of the kidnapping as the terrorists make their helicopter getaway.

VINTAGE VALUE 785
Unlikely to have much competition for a while.

TIPS
Don't ignore any evidence at all. It may take a while to sift through and follow up, but it's well worth it.

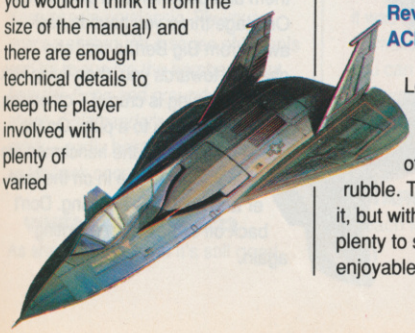
TARGET
Rescue the President.

PROJECT STEALTH FIGHTER

Microprose

C64 £14.95cs £19.95dk
Spectrum £9.95cs
Amstrad £14.95cs £19.95dk
Atari ST £24.95dk
Reviewed issue 4 – Original ACE Rating 863

This combat/flight sim includes four scenarios, with several missions to be completed within each scenario. The aircraft's easy to fly (though you wouldn't think it from the size of the manual) and there are enough technical details to keep the player involved with plenty of varied missions. Overall, the game's aged well and is still deserving of a high PIC value.



VINTAGE VALUE 849
There's enough different and varied missions to keep a player flying even today.

TIPS
Keeping your EMV low is essential while approaching combat, so keep that speed right down. Once you've engaged the enemy, forget about stealth: your weapons systems will light you up like a Xmas tree whatever you do!

TARGET
Brigadier General is a very tough rank to reach indeed, but you should aim to make Major with at least a DFC to your credit.

QUADRALIEN

Logotron

Atari ST £19.95dk
Amiga £19.95dk
IBM PC £24.95dk
Reviewed issue 10 – Original ACE Rating 850

Your task is to decontaminate a multi-level reactor using a team of six different droids, but there's a strong strategic edge to complicate matters. Manage your resources, solve puzzles as cleanly as possible and explore a large game area. Enthralling stuff, but the task's so enormous you may feel overwhelmed.

VINTAGE VALUE 850
It hasn't had time to age yet!

TIPS
There's no point going into a level with your guns blazing. If you can't solve the early game sections without a whole load of blasting, your energy simply won't last you long enough.

RAMPAGE

Activision

C64/128 £9.99cs £14.99dk
Amstrad £9.99cs £14.99dk
Spectrum £9.99cs
Atari ST £14.99dk
Reviewed issue 5 – Original ACE Rating 887

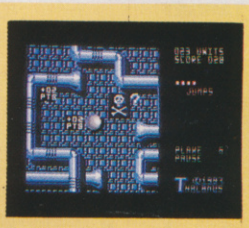
Legalised hooliganism, as three monsters go on the loose smashing the cities of America into piles of rubble. That's about all there is to it, but with three player action and plenty to smash and eat it's enjoyable stuff. Seems simple by todays standards because of the lack of a long term aim or variety.

VINTAGE VALUE 692
Simplicity and lack of variety have hurt its appeal.

TIPS
Keep the monsters fed. They only lose strength slowly, but in this war of attrition every bit of energy is crucial. It's much easier working as a team. The buildings go down faster – so don't beat up on your friends.

QUEDEX

Thalamus



C64 £9.99cs £14.99dk
Reviewed issue 1 – Original ACE Rating 934

A self-styled QUEst for DEXterity, this Finnish-programmed title features ten levels so different that you could almost call them sub-games. In each one you're trying to steer a metallic ball from the starting point to an exit, but the obstacles techniques you'll needed vary. The whole thing's played against the clock, so even when you've learnt your way around you'll still have a biggish arcade-skills task.

VINTAGE VALUE 845
One year on, originality's not such a rare commodity.

TIPS
The game revolves around time management and the free choice of what order you do the levels in. Learning a level, you'll want to have as much time in hand as possible, so work out levels you can make a 'time profit' on beforehand. The only problem with running up excess time in advance is that the game steps up the difficulty with each level you tackle. In other words, leaving the hardest till last could make it even harder!

TARGET
Real hard cases should aim to complete the game levels in numerical order, or better still an order chosen by their worst enemy.

RANARAMA

Hewson

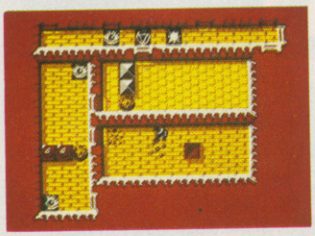
Spectrum £7.95cs
Amstrad £8.95cs £14.95dk
C64/128 £8.95cs £12.95cs
Atari ST £19.95dk
Reviewed issue 3 – Original ACE Rating 890

One of the more successful *Gauntlet* derivatives that enhanced the exploration part of the action. The main character is a frog, battling evil forces to return himself to his handsome princely self. As well as the usual range of monsters and generators there are a whole range of spells for enhancing power, shield, shots etc. It came towards the end of the glut of *Gauntlet* clones and still stands out as one of the best containing many different features.

VINTAGE VALUE 811
Has survived better than most clones.

TIPS
Always increase your power level before anything else, otherwise shields and weapons will drain your energy too quickly. Collecting runes is crucial to long term survival. Don't just rush through the first couple of levels ignoring them. Caution pays. Don't charge through the rooms – clear them out systematically.

TARGET
Complete the game without destroying any generators.



Amstrad Ranarama – Viewed-from-above maze action from Hewson.

REACH FOR THE STARS
SSG/Electronic Arts.

IBM PC £24.95dk
Reviewed issue 12 – Original ACE Rating 940

Just one of the Australian Strategic Studies Group's titles that E.A. are now distributing over here. It's a space conquest/exploration game for up to four players. A multitude of options can be chosen to make life difficult and the inclusion of the advanced scenario means you'll be playing this for a long time to come.

VINTAGE VALUE 940
A terrific strategy game.

TIPS
Spend the first few turns building up your economy (and those of a couple of neighbouring planets) before you go too far afield.

TARGET
Conquer the galaxy using only MkI technology ships.

REBELSTAR
Firebird

Spectrum £1.99cs
Amstrad £1.99cs
Reviewed issue 3 – Original ACE Rating 900

Originally released by Red-Shift as *Rebelstar Raiders*. Take charge of 10 or so raiders in an attempt to destroy the Isaac computer at the heart of Moonbase Delta. Either the computer or a friend can play the part of the defenders. Simple to play but hard to put down.

VINTAGE VALUE 840
Well worth searching out a copy.

TIPS
Spectrum owners should try assembling all their men at the top air-lock (including combat droids) but leave the group (and droid) at the bottom most air-lock (the one between the defence lasers). Send in the combat droid from the bottom group and keep moving him along the outside of the gardens – save a shot for the defence laser. Keep him moving along the bottom and all the defending droids will come running after him. Once the airlock's clear you can send in your small band to take out the other defense lasers, and at the same time break in through the top air-lock and make a dash for the Isaac computer. Get the hang of this and you'll find the game a lot easier to win.

TARGET
Destroy the Isaac computer without losing a man (or combat droid).

RED LED
Ariolasoft

C64/128, Amstrad, Spectrum – currently undistributed.
Reviewed issue 2 – Original ACE Rating 910

Marble Madness meets shoot-em-ups to produce a unique game. Three droids with different capabilities have to create a route across a board by entering hostile landscapes. Here they have to master control problems, blast aliens and collect objects.

VINTAGE VALUE 880
Survived well, with few imitators.

TIPS
Mapping is crucial – you have to remember which landscapes are where so that you know which of the three droids to use. Extra time capsules are crucial to survival. Plan a route that gets as many as possible. There's a couple in the hexagon just below the centre. Smart bombs and freezes are handy at the end of a level when making a break for the exit, because the droids attack vigorously after you've got the last energy pod.

TARGET
Try using the same droid on all the landscapes.

THE R.T. SMITH TRILOGY
CCS

Arnhem	Spectrum	£8.95cs
	Amstrad	£9.95cs
	C64	£9.95cs
Desert Rats	Spectrum	£9.95cs
	Amstrad	£9.95cs
Vulcan	Spectrum	£9.95cs
	Amstrad	£9.95cs

Reviewed issue 3 – Original ACE Ratings – Arnhem 910, Desert Rats 905, Vulcan 930

R.T. Smith is widely regarded as the undisputed king of the 8-bit wargame scene. Mr Smith's managed to produce three classics. *Arnhem* was the first, followed by *Desert Rats* and *Vulcan* (arguably the best). The ordering system in each game is the same (and why not? It's simple to use and elegant) so once you've got the hang of one game it's easy to get into the others. Curiously R.T.Smith's last release was an arcade adventure (*Cyberknights* from CRL) which was not as good as his wargames. But he's currently working on a new wargame for CCS – who are now planning to release some of their games on the larger machines (*Desert Rats* for the PC will be here first, with others following shortly).

VINTAGE VALUE
(Arnhem) 910, (Desert Rats) 905, (Vulcan) 930
All of these wargames have lasted well, and it looks like R. Smith's hit upon a winning game formula.

TIPS
Don't overextend your forces. Keep your supply lines protected.

RENEGADE
Imagine

Amstrad £8.95cs £14.95dk
C64/128 £8.95cs £12.95dk
Spectrum £7.95cs
Reviewed issue 1 – Original ACE Rating 847

This beat-em-up still stands out as one of the best around. A sequel, *Target; Renegade*, has recently appeared with even more outlandish characters and action. The original ran into a storm of controversy because its release coincided with the Hungerford massacre. Concern was strong enough to get the blood in the game altered to pleasant shade of blue, rather than red. Beat-em-up action hasn't lost any of its immediate appeal in the meantime, but today the gameplay seems shallow and the levels too few.

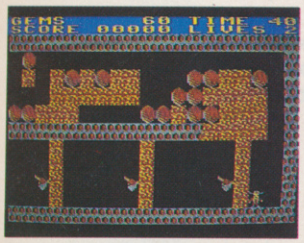
VINTAGE VALUE 641
Combat games don't age well.

TIPS
Some levels have ledges. Kicking your opponents off them gets a quick kill. Get rid of the weapon carriers first because they really hurt you. When opponents are down, kneel on them and pummel for a quicker kill. On stage three you have to back away from Big Bertha until she charges towards you, then flying kick her. The timing is crucial – otherwise she'll smash you to a pulp. On the final stage, once the henchmen are disposed of, close in on the leader and he'll stop shooting. Don't back off or he'll start shooting again.

● TARGET
Complete it without pummeling.

ROCKFORD
Melbourne House

Atari ST £19.99dk
IBM PC £19.99dk
Amiga £19.99dk
Spectrum £2.99cs
C64/128 £2.99cs
Reviewed issue 8 – Original ACE Rating 832



C64 Rockford – Those pistols follow the outside of the cave, so make sure you time your run carefully.

This *Boulderdash* derivative had the involvement of the original author Peter Liepa, but never quite stirred up as much excitement. It had lots of new features and screens that added an extra dimension to the game. It's a game style that looks old hat now, despite its undoubted addictive qualities.

● VINTAGE VALUE 674
A game style whose time is running out.

● TIPS
Remember that by using the fire button you can remove the block next to you without having to move there – very handy in some situations. You can out-run objects as they fall – again crucial for solving some problems.

SALAMANDER
Imagine

Spectrum £7.95cs
Amstrad £8.95cs £14.95dk
C64 £8.95cs £14.95dk
Reviewed issue 5 – Original ACE Rating 881

This horizontally scrolling shoot-em-up's the home micro version of the Konami coin-op classic. Fly your spacecraft through a series of tunnels and try to survive the bombardment from the flying and ground-based aliens. *Salamander*'s a tough game to crack – partly because it sends you so far back once you lose a life.

● VINTAGE VALUE 823
As shoot-em-up's go it's still good.

● TIPS
Learning the routes is essential, as is knowing when a bonus is coming up. Don't try to take everything out, just destroy those obstacles that are blocking your route.

● TARGET
Get to the first restart point without extra weapons.

SAMURAI WARRIOR
Firebird

C64 £8.95cs £14.95dk
Reviewed issue 9 – Original ACE Rating 737

If *Watership Down* had feudal rules of etiquette and a biggish dose of swordplay, it still wouldn't quite manage the offbeat charm of this absurd bunny-em-up. You control the samurai rabbit Usagi Yojimbo in the quest to avenge his master, battling heavily disguised ninjas and showing courtesy to his betters. It's more arcade adventure than combat game, but manages to combine the two gameplay forms remarkably well. The animation's great too!

● VINTAGE VALUE 737
Still the one and only for samurai rabbit fans.

● TIPS
To get extra jumping distance, draw your sword. This puts you into fighting mode, where your running jump is long enough to clear most chasms – but remember to put your sword away afterwards!

The closest thing the game has to a lives structure is the karma system. You'll soon learn how much karma you need to reach each reincarnation point, so you can buy yourself 'life insurance' by giving money to peasants.

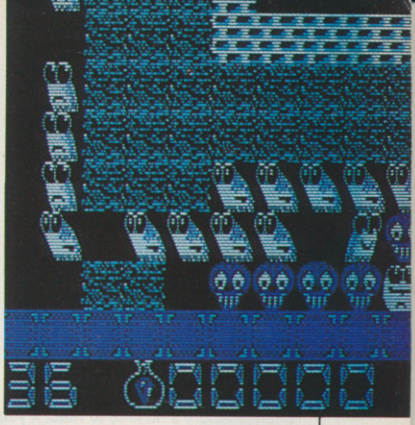
Even the humblest yokel could be a ninja in disguise, so stay alert at all times.

SKULLDIGGERY
Currently undistributed

Atari ST £19.95dk
Reviewed issue 3 – Original ACE Rating 919

100 screens of tricky timing problems, fierce time limits and puzzling will keep you going for a long, long time in this *Boulderdash* clone. You have to gobble the required number of diamonds before you can leave each cavern, at the same time avoiding the unwelcome attentions of the Crystal Bats and Crazy Ghosts.

● VINTAGE VALUE 883
A classic of its type as good now as ever it was.



ST Skulldiggery – You've got 78 diamonds to collect, 36 seconds left and a bunch of miserable ghosts to contend with.

● TIPS
Drop skulls on the Crazy Ghosts to get more diamonds – you'll need the extra on some screens. Crystal Bats explode when hit, so they can be useful for breaking through solid walls.

SKY CHASE
Imageworks

Amiga £19.99dk
Atari ST £19.99dk
Reviewed issue 12 – Original ACE Rating 785

A two-player air combat game which takes place over a limited-area gridded landscape. You can fly any one of several different jets and select the level of armaments they carry. The game ends simply when one player (computer or human) has shot down the other. A little bare to look at, but you get the chance to play against a human opponent. Brilliant fun.

● VINTAGE VALUE 785
The minimalist graphics will surely be beaten by new releases, but this has to be the way forward.

● TIPS
Missiles are a lot more foolproof than cannon-fire. DON'T give the computer the paper dart.

● TARGET
Shoot down the paper dart with cannon-fire.

SPIDERTRONIC
Infogrames

Atari ST £19.95dk
Reviewed issue 9 – Original ACE Rating 903

This game combines weird Escher-style perspectives with some testing gameplay to provide one of the better games to have come over the channel from France. The spider you control collects blocks in a maze of platforms to pave his way to the exit. It's all about quick thinking and sharp reflexes as you try to out-wit the deadly bouncing balls. There's noth-

THE SENTINEL
Firebird

Amiga £19.99dk
Reviewed issue 11 – Original ACE Rating 963

This has to be one of the most colossal games ever, with 10,000 possible landscapes. Each landscape is a chequerboard of ramps, drops and platforms, dotted with trees – and The Sentinel. This ghastly being slowly rotates, scanning the landscape and absorbing anything it can to turn into more trees – and that includes you. The only way you can defeat the Sentinel is to gain enough height to absorb him. To gain height you'll need boulders to stand on, which needs energy gained from absorbing trees. A simple principle, but an incredibly compelling game.

● VINTAGE VALUE 963
Still utterly...absorbing.

● TIPS
Every time you move, make sure you re-absorb your old robot and any boulders it was standing on – energy is crucial. Some screens have one or more Sentries – smaller, but equally lethal, minions of the Sentinel. Take these out as soon as you can see the square they're on. If you're half visible and being 'half-scanned' you won't lose energy but you must still move, otherwise a 'meanie' will be sent to warp you into hyperspace – fatal if you don't have enough energy. If you can survive a landscape with a Sentinel and six Sentries you're an expert!

● TARGET
Reach landscape 500 without taking out any Sentries...

ing similar to it, so the gameplay is still quite fresh and original.

VINTAGE VALUE 876
An unusual game concept that no-one else has picked up on.

TIPS
Avoid creation points for the balls because there's no time to react if you get caught going over one. Pick up all the time bonuses you can because you never know when you'll have to do a lot of back-tracking. Check carefully before taking lifts that nothing will be coming in the other direction or appearing at the bottom, because there's no turning round half-way.

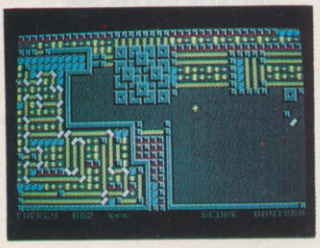
TARGET
Complete the pre-programmed levels without using any webs.

SPORE
Mastertronic

Spectrum	£1.99cs
C64	£1.99cs

Reviewed issue 3 – Original ACE Rating 919

Manically violent stuff. Your job's to collect barrels of pesticide from a series of single-screen levels, but to reach them you'll have to blast your way through hordes of energy-draining spores. Generators turn out more spores the whole time, so these become important target in their own right, while security



C64 Spore – Grit your teeth, shoot that barrier, and a dozen spores will swarm out to attack you.

beams blocking your path have to be switched off to open up large areas of each screen. Terrific fun, including a construction set.

VINTAGE VALUE 908
Still a real bargain!

TIPS
The best tactic for taking those spores out is to release them, and then run away. This strings them out behind you, so that you can blast them all in one go without risking attack from other sides.

Blasting wildly is a very bad idea. The key to progress is to take out one batch of spores at a time, leaving the others cooped up behind security beams. Stray shots can release vast numbers of them all at once, putting you in real danger. You're better off taking a bit of energy drain than risking this.

The aim is to collect cannisters – *not* to blast spores. If you can leave some of the little critters cooped up and still get all the pesticide, so much the better.

TARGET
Don't use repulsing agent.

SUPER SPRINT
Electric Dreams

Spectrum	£9.99cs	
C64/128	£9.99cs	£14.99dk
Amstrad	£9.99cs	£14.99dk
Atari ST		£19.95dk

Reviewed issue 2 – Original ACE Rating 907

A cracking arcade conversion where the emphasis is very much on sharp reflexes. Multi-player action adds to the fun, as does the ability to improve your cars' cornering, acceleration and top speed. The construction set followed soon after to add further lasting interest, even if some graphic quality was lost. Looks overrated these days unless you're heavily into the two-player option.

VINTAGE VALUE 783
Still addictive, but lacked the depth to last long.

TIPS
Always grab as many spanners as possible because upgrading the car is the only way to stay in contention in the long run. Go for increased cornering grip and acceleration to start with. Leave a higher top speed for later because it causes more time consuming explosions when you crash. Avoid the whirlwind like the plague – it can spin you right out of contention in a tight race. The oil slicks are less of a problem, particularly if they're on a straight – just keep the power down.

TARGET
Try it without spanners.

TEST DRIVE
Electronic Arts

C64/128	£9.95cs	£14.95dk
Amiga	£24.95dk	
Atari ST	£24.95dk	

Reviewed issue 5 – Original ACE Rating 826

Every car fanatic's dream is realised in this driving simulation where you can get behind the wheel of a Ferrari, Lamborghini, Lotus, Porsche or Chevrolet. Then it's a hard drive along a perilous mountainside road. As a simulator it's still one of the most accurate, but as a game it's been superceded by other more action-packed titles.

VINTAGE VALUE 721
Nice simulation but not enough action.

TIPS
On the Amiga version you can keep the car in the same position on the road by holding down the fire button on the joystick.

TARGET
Get to the dealer without crashing.

TETRIS
Mirrorsoft

C64	£8.99cs	£12.99dk
Ams	£8.99cs	£12.99dk
Spec	£8.99cs	£12.99dk
Atari ST		£19.99dk
Amiga		£19.99dk
IBM PC		£19.99dk

Reviewed issue 5 – Original ACE Rating 956

A geometrical Russian puzzler that runs a lot deeper than it seems. Simply guide the falling blocks onto those below so that they fit in to form solid lines – which then disappear. What looks like something you could program in BASIC in half an hour turns out to be incomprehensibly addictive. You just have to stop those blocks building up to the top of the screen to keep going. Of course, the longer you play, the faster they fall...

The PC and C64 versions are the best, while the ST and Amiga versions are, disappointingly, worse than their 8-bit counterparts.

VINTAGE VALUE 956
Unique.

TIPS
Try not to let those build too high because that gives you even less time to react. And avoid forming long, vertical gaps, as these can only be filled by one or two of the shapes – you can guarantee they never turn up when you need them.

Scoring is quite complex, but basically it's best to start on the highest level you can handle. Above all, you have to be quick, decisive – and preferably right. One mistake at the higher levels and you're submerged within seconds. Don't wait too long for just the right piece to fill a gap. Write that line off temporarily and concentrate on the one above it rather than let blocks pile perilously high. Keyboard control is definitely worth a try rather than joystick.

TARGET
20,000 points.

THUNDERCATS
Elite

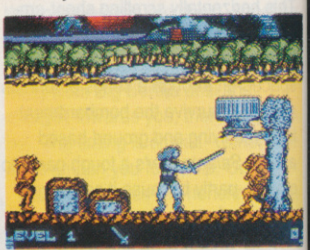
C64	£9.95cs	£14.95dk
Spec	£7.95cs	
Ams	£8.95cs	£14.95dk
Amiga		£24.99dk

Reviewed issue 3 – Original ACE Rating 931

A simple sideways-scrolling hack-em-up. What it lacks in terms of complex gameplay and graphic finesse it makes up for with simple, addictive playability. Recent releases have tended to shade *Thundercats*, but whether any of them offer better old-fashioned arcade action is another matter.

VINTAGE VALUE 816
Dated, but still playable.

TIPS
Timing is everything as you must co-ordinate ducking and slashing for those smaller opponents, and perfect your turn-and-slash for those coming up behind you. The time limit means that you shouldn't walk when you can run.



Amstrad Thundercats – Lion-o faces attack from both sides as Mumm-ra's cohorts prepare to attack.

ELITE
Now playing on ST & Amiga!
firebird
A LEGEND IN GAMES SOFTWARE
Telecomsoft, First Floor,
64-76 New Oxford St, London WC1A 1PS.
Firebird and Firebird Logo are trademarks of
British Telecommunications PLC.
SEE US ON STAND 3447 AT THE P.C. SHOW, EARLS COURT, 14-18 SEPT.

PUT SUNSHINE INTO YOUR COMPUTE

California™ GAMES

Now The Summ Will Surely Las Forever!

The smell of the surf, the sun on your back, the sand between your toes ... this isn't California Dreamin – this is real! Six of the best West Coast sports designed to set your pulse racing. Wow your friends with your incredible flying skateboard feats, or show your cool hacking at the sack. Skate down the broadwalk, flip the Frisbee® and wheelie the BMX. And then the ultimate test – the king of California Sports – shooting the curl as you battle with those giant Pacific rollers to decide which surfer truly rules the waves! California Games™ features superb graphics and all the atmosphere of the West Coast. All the quality you expect from an EPYX product is here and so much more. So get air. Go crazy. Welcome to a new state of intensity.

...California...the most exciting state in the U.S., California Games, the most exciting game in your Computer

CBM 64/128
£9.99t, £11.99d
AMSTRAD
£9.99t, £14.99d
MSX £9.99c
ATARI ST £19.99d
SPECTRUM
£8.99t, +3 £12.99d
AMIGA £24.99d, IBM £24.99d

Screen shots from CBM 64/128 v

EPYX®

U.S. GOLD®

U.S. Gold Ltd., Units 2/3 Holford Way,
Holford, Birmingham B6 7AX. Tel: 021 356 3388

Can You Stop The Russian Bear?

Red Storm Rising

Based on the NO.1 best-selling book Red Storm Rising by Tom Clancy; Larry Bond co-author. Copyright 1986 by Jack Ryan Enterprises Ltd and Larry Bond. All rights reserved.

Free MicroProse timepiece with selected MicroProse products at larger branches of W H Smith between 16 August and 10 October 1988. Look out for the specially labelled product at your W H Smith computer department.

The storm has broken. MicroProse's latest title is here.

This high technology simulation of strategy and tactics is based on one of the most dramatic and detailed stories of modern warfare – Red Storm Rising, the international best-seller by Tom Clancy and his technical collaborator Larry Bond.

Working with the authors, MicroProse have brought the book's intense action and excitement to your computer screen. You are put in command of an American nuclear attack submarine at a time when the two super powers collide.

Standing between the Russian bear and global domination, you play a crucial role in the conflict. Missions take you to an astonishing variety of undersea environments, plunging you into challenging and exciting situations.

Prepare for action in this heart-pounding simulation. Available for Commodore 64/128 Cassette £14.95, Disk £19.95.

MICROPROSE
SIMULATION • SOFTWARE

RED STORM RISING by Tom Clancy © 1986 by Jack Ryan Enterprises Ltd and Larry Bond.

Please send _____ Copies of Red Storm Rising C64 Cassette _____ Disk _____

Name (block capitals) _____ Address _____

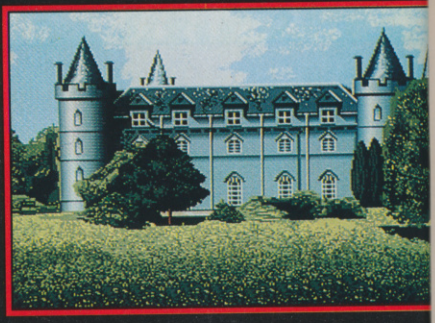
_____ Post Code _____

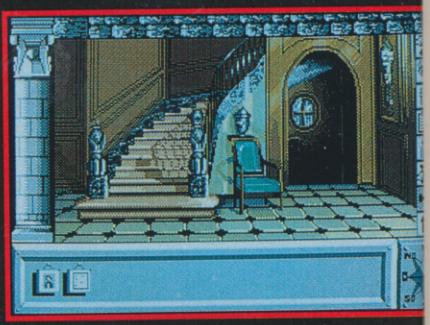
I enclose £ _____ including 55p P+P. Cheques payable to MicroProse Software Ltd. _____

or debit my Access/Visa card. Expiry date _____ No. _____

MicroProse Ltd., 2 Market Place, Tetbury, Gloucestershire GL8 8DA. UK. Tel: (0666) 54326. Tlx: 43422 MPS/UKG.

CHRONO QUEST





A CLASSIC ADVENTURE GAME FROM PSYGNOSIS

★ FULL ICON CONTROL
★ BRILLIANT GRAPHICS
★ FIENDISH PLOTS
★ A RACE AGAINST TIME
★ 4 DISKS ATARI. 3 DISKS - AMIGA
★ IBM VERSION - COMING SOON

CHRONO-QUEST

This is the first of a new generation of adventure games from Psygnosis. An adventure game in the classic sense.

Your quest begins in your fathers chateau circa 1920, there you find (or should find) your fathers latest invention; a fantastic time machine. Your father is dead, murdered, you are the prime suspect. A letter left by your father leads you to think the real culprit was Richard, his not so faithful servant. But he has escaped to the future using the time machine . . . who will believe your fantastic story . . . do you believe it?

You will be presented with many objectives; ultimately you will have to travel through time to collect the fragments of magnetic card to drive the Time Machine into the future. There you will have to . . . Meanwhile, the immediate objective is to find the time machine . . . Sorry, a more immediate objective is to find the room with the time machine in it . . . But its dark . . . Very sorry, an even more immediate objective is to be able to see where you are going . . . 3 hours and 250 minutes and even more immediate objectives later, you are standing in the hallway thinking . . . hellpppp!!!!!!!

ATARI ST/AMIGA/IBM - £29.95

Screen Shots are from the ST. version.

Psygnosis
FREEPOST
Liverpool L3 3AB.
United Kingdom
Tel. No: 051-207 0825

Access VISA

PSYGNOSIS

● **TARGET**
Wait at the start of Level 1 until your time runs out, *then* complete it...

U.M.S.
Rainbird

Atari ST	£24.95dk
IBM PC	£24.95dk
Macintosh	£34.95dk
Amiga	£24.95dk

Reviewed issue 4

Rainbird's *Universal Military Simulator* is designed to simulate a conflict between two forces on a user-definable terrain that can be viewed in three dimensions from any one of eight directions.

The game uses the ST's GEM display well and the variety of options allow the player to have Napoleon fighting Alexander the Great at Gettysburg! Though U.M.S. was heralded as a major breakthrough in 16-bit wargaming, its limitations have since come to light. The game's certainly good for simulating skirmish-type battles, but for larger confrontations the display can often become confusing. That said, it's still a major step towards the sorts of things a larger machine can and should be doing.

● **VINTAGE VALUE 907**
You can play this for years to come.

● **TIPS**
Don't make the playing area too large when designing your own scenarios, as this makes things very complicated. Use direction indicators when ordering units – a good method for reminding yourself of earlier orders.

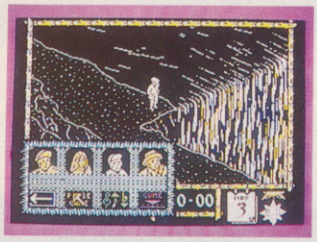
WHERE TIME STOOD STILL
Ocean

Spec 128	£7.95cs	£14.95dk
C64	£8.95cs	£12.95dk
Amstrad	£8.95cs	£14.95dk
Atari ST		£19.95dk

Reviewed issue 12 – Original ACE Rating 719

This arcade adventure takes you back in time and to foreign lands. It's your job to lead the four stranded people off of the Tibetan plateau on which they've crash landed. Playing the game involves the correct use of objects in the correct location. Great gameplay and graphics combine to make an enjoyable arcade adventure.

● **VINTAGE VALUE 719**
This sort of thing proves there's life in Spectrum yet.



Spectrum Where Time Stood Still – With the other three team-members dead, Dirk's chances of escape look very slim.

● **TIPS**
Keep the party together and don't pay too much heed to their moaning.

● **TARGET**
Get off the plateau without losing any team members.

WHIRLIGIG
Firebird

Atari ST		£19.95dk
Amiga		£19.95dk
Spectrum	£7.95cs	£12.95dk
Amstrad	£8.95cs	£14.95dk
C64	£9.95cs	£12.95dk

Reviewed issue 11 – Original ACE Rating 868

This mouse controlled shoot-em-up gives you 4,000,000,000 locations to search! The game revolves around finding six locations amongst the 4 billion. Finding them is not so tough because you know which ones you're aiming for before you start. Getting to them, though, can be tricky because you have to avoid being shot by the enemy craft and you have to ensure you don't run out of fuel.

● **VINTAGE VALUE 868**
Top rate stuff.

● **TIPS**
Chaff bombs save your life – use them.

● **TARGET**
Finish it.

XENON
Melbourne House

Atari ST	£19.99dk
Amiga	£19.99dk

Reviewed issue 7 – Original ACE Rating 869

A true arcade quality vertically scrolling shoot-em-up. You control a craft that can change from a buggy to a plane and back again at the waggle of a joystick. There are five difficult stages in the game to survive, loads of extra weapons to pick up and some tough end of level guardians to defeat. A special version of the game has appeared on children's saturday morning T.V. as an elimination test in Get Fresh's Get Mucky slot (a person from each of the red and blue teams try to out score each other, the winning team then have the joy of seeing a member from the losing team get gooey muck poured over them).

● **VINTAGE VALUE 865**
It's still one of the best of its kind around.

● **TIPS**
Stick to the same type of extra weapon, don't pick up a drone then pick up wing cannons, then lose them for another drone. Hang on to whichever type you find best.

● **TARGET**
Get to the first guardian without flying.

XOR
Logotron

Spectrum	£7.95cs	
C64	£9.95cs	£12.95dk
Amstrad	£9.95cs	£14.95dk
Atari ST		£14.99dk

Reviewed issue 1 – Original ACE Rating 927

Fans of fiendishly involved logical puzzles will be in their element here, with the fifteen graded mazes of this bizarre abstract epic. In their quest to collect the masks of Xor your two explorers, Questor and Magus, face booby-traps including chickens that run sideways, fish that fall down and forcefields that bar your way. Later on teleports, bombs and some rather useful dollies can combine to form dazzling set-pieces. It's tough, obsessive, wonderful stuff.

● **VINTAGE VALUE 927**
Timelessly enthralling.

● **TIPS**
Most of the later problems involve using Questor and Magus together, so try to unite them as soon as possible. When approaching a problem, disturb it as little as possible. Don't remove forcefields or shunt objects unnecessarily until you can fully analyse the consequences.

ZARCH/VIRUS
Superior and Firebird respectively

Archimedes	£19.95dk
Atari ST	£19.95dk

Reviewed issues 3 and 11 – ACE Ratings 979 and 981

The game that moved the goalposts on 3D graphics a year ago and still looks beyond the state of the art now, this one matches its technical excellence with terrifyingly responsive controls and ferociously addictive combat gameplay. Shoot down the alien seeders and bombers before they pollute your planet completely, blast the twittering pests, and grapple for high-altitude dogfighting position with mutant drones and fighters. If you want a *Defender* for the 1990's, this is it! (NB this doesn't apply to the Spectrum version – see Screen Test Updates for the gen on this.)

● **VINTAGE VALUE 980**
For a game this good, a year's nothing.

● **TIPS**
If you're having trouble hitting unmutated drones, try climbing to maximum height and hosing bullets in their general direction. Their rate of fire is so low that they're easily beaten this way – but don't try it with mutants or fighters! If you see a sea monster, shoot it – it's worth 1000 points!

Missiles are best saved for the end of a wave, or for when you're just short of the next 5,000 point barrier. Shooting mutated trees gets you points, and you get points too for anything you collide with – so crash into something rather than get shot down! You'll always get 400 points when you go after a pest, win or lose.

● **TARGET**
On the ST, anything over 10,000 is a reasonable score – but would-be aces should aim for the fresh landscape at the start of wave 5, and a score of 30,000 points or so.

ADVENTURES 87-88

17 of the best text-entry fantasies we've come across since ACE first hit the shelves. More than any other game-genre, adventures hold their own against the test of time. But even here, expect some surprise re-valuations as programs like *Ultima V* and *Dungeon Master* cast their spell over the ratings...

BARDS TALE II

Electronic Arts

C64/128 £16.95dk
AMIGA £24.95dk
Reviewed issue 7 – Original ACE Rating 920

Create characters and plunge off into the dungeons of Skara Brae, doing battle with the ungodly. Cast dozens of spells, find bags of treasure, and map miles of hostile corridors and streets. Fun all the way, plus the added interest of developing powerful characters for loading into *Bards Tale III* (see below) and the *Ultima* games.

VINTAGE VALUE 900
Now overshadowed by its sequel *BTIII* and *Ultima V* (reviewed in this issue), but still a great romp nevertheless.

TIPS
The key to initial success in this game is to make sure you create characters with high enough attributes. Make sure you have at least two magic users (conjurer and magician), a bard, and a rogue in every party. Don't accept less than 17 in the relevant attribute categories.

BEYOND ZORK

Infocom/Mediagenic

C64/128 £24.99dk
ST/Amiga/PC £29.99dk
First reviewed issue 4 – Original ACE Rating 920

A text-only adventure (with a limited amount of on-screen mapping) in which you create a character who then has to recover the fabulous Coconut of Quendor. Typical Infocom humour, spells to cast, and loadsapuzzles make this one the best text-only adventures of recent times.

VINTAGE VALUE 910
Still superlative, but text-only games are increasingly overshadowed by some of the latest graphical adventures, including *Ultima V* (see this issue) and *Corruption*.

TIPS
Hang on to valuables and sell them in exchange for spells and weapons. Try a lightning guess at the riddle. Don't venture downstairs unless you're feeling particularly strong.

BARDS TALE III

Electronic Arts

C64/128 £14.95dk
Reviewed issue 12 Original ACE rating 920

Superlative development of the *Bards Tale* series featuring vast map and numerous sub-challenges. Skara Brae is in ruins and you must penetrate the dungeons below its surface to put things to rights. Still not much brain required, but great fun and long-term interest in creating your characters.

VINTAGE VALUE 920
A recent release that will take a very long time to age to the point of undesirability.

TIPS
Find Skara Brae and spend at least a day wandering round the town getting as much battle experience and gold as possible. Locate the review board and advance your characters whenever you can. Make sure you find some gems to restore magic user power. Then head for the mad god's temple...

BORDERZONE

Infocom/Mediagenic

C64/128 £19.99dk
IBM PC £24.99dk
Reviewed issue 5 – Original ACE Rating 895

Another Infocom experiment, this time with real-time action. The clock ticks away as you evade the KGB, cross the border, and attempt to halt an assassination. Unusual game design involves seeing the same action through the eyes of three different people. Text only.

VINTAGE VALUE 825
The originality of the game idea still stands, but the increasing challenge in games such as *Bards Tale III* and compilations like *Time and Magik* now make this game appear to offer too little for too much.

TIPS
As in all good spy thrillers, make an early visit to the toilet in order to rearrange yourself.

Magnetic Scrolls' reputation has grown steadily since they first released The Pawn for the ST. Corruption should firmly establish them as a Number 1 publisher.

CORRUPTION

Magnetic Scrolls/Rainbird

ST/AMIGA £24.95dk
IBM PC £24.95dk
SPEC £15.95dk
MAC £34.95dk
C64/128 £17.95dk
CPC6128 £19.95dk
Reviewed issue 11 – Original ACE Rating 920

Interactive text/graphics adventure with excellent pics and an up-to-date scenario in which you must trap crooked stockbrokers and save yourself from jail. The game isn't in fact too difficult once you get into it and the game appears to demand more brainpower than is, in fact, the case.

VINTAGE VALUE 920
Still fresh from its recent release, nothing has appeared yet to force a rejudgement.

TIPS
First thing to do is work out a timetable of other characters activities, which is best done by FOLLOWing them. Then you can get down to some of your own – try pinching the key from your partner's secretary's desk to start with.

DEJA VU

Mindscape/Mirrorsoft

C64/128	£14.95dk
ST/AMIGA	£24.95dk
Mac	£29.95dk

Reviewed issue 5 – Original ACE Rating 819

Despite its age, this game achieved prominence this year by emerging for an 8-bit micro, the C64. Using the same icon- driven as *Shadowgate*, it puts the player in a room with a dead body. Scram before the cops bust you. An excellent detective scenario that's lots of fun.

VINTAGE VALUE 819

Holds its own through sheer enjoyment, and no-one's come up with a better icon-driven adventure system yet.

TIPS

As with *Shadowgate*, methodically OPERATE everything on everything. Some objects have unforeseen applications which you'll only discover by applying this method rigorously.

Icom's icon-driven adventures established a new level of quality for text-and-graphics games. The maps may be small, but the gameplay's slick and enjoyable.

GNOME RANGER

Level 9/Rainbird

C64/128	£9.95cs/dk	
Spec	£9.95cs	
ST/Amiga/PC/Mac		£14.95dk
Ams	£9.95cs	£14.95dk

Reviewed issue 3 – Original ACE Rating 915

Level 9's last game with Rainbird before joining new software label Mandarin. Ingrid Bottomlow the not-so-cutesy gnome casts spells and makes friends in her attempts to find her way home. Good graphics, good parser, but rather lukewarm scenario.

VINTAGE VALUE 815

Although at the time a refreshing change from the complexities of *Knight Orc*, the gnome scenario hasn't aged as gracefully as the *Knight Orc* plot.

TIPS

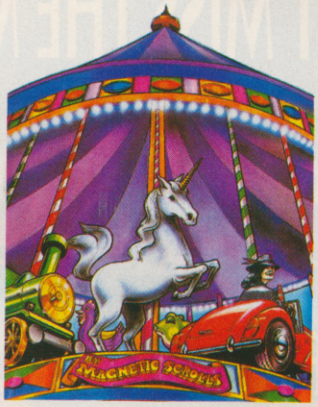
Interaction is the key to success. Concentrate on recruiting helpers. In part one, the unicorn and the nymph will fall in love, the eagle will rescue the dog, the dog will find the other dogs, the other dogs will find the unicorn...

JINXTER

Magnetic Scrolls/Rainbird

C64/128	£19.95dk
IBM PC	19.95dk
ST/AMIGA	£24.95dk
CPC6128	£19.95dk
SPECT+3	£15.95dk

First reviewed issue 5 – Original ACE Rating 916



Odd adventure decorated with beautiful graphics in which you have to restore luck to Aquitania. Typical of a breed of games where programming techniques overtook game design and writing style, but still worth tackling for adventurers and boasting some excellent pics.

VINTAGE VALUE 905

Adventure software houses have now more or less finished refining their systems for the new 16-bit generation and are now concentrating more on style and content than parsers/graphics. Recent scenarios like *Corruption* or (to come) *Lancelot* make *Jinxter* look rather quirky and self-indulgent. The essential charm of a game like *Beyond Zork* holds its own better than flashy programming and pretty pictures.

TIPS

Find the glasses to see in the dark – don't rely on the matches. You can open the mail-box by melting something... If you want to go up in the world while you're down under, try flooding and floating.

KINGS QUEST III

Sierra On-Line/Mediagenic

ST/AMIGA	£24.99dk
Apple Mac	£24.99dk
IBM PC	£19.99dk

Reviewed issue 1 – Original ACE Rating 740

What, only rated 740? What's this one doing here? Answer – it's original low rating has actually INCREASED with age, the reason being that no-one has since succeeded in emulating this graphic adventure style where a small animated character carries out your every command. Seemed too cutesy when released, but since then even cutesier titles (e.g. *Gnome Ranger*) have made *KQIII* look better by comparison...and it is great fun.

VINTAGE VALUE 895

Has held its own so well that it deserves inclusion, even though the original rating wasn't anything to write home about.

TIPS

Persevere with the books in the library. Keep sweeping when the Wizard's around!

KNIGHT ORC

Level 9/Rainbird

ST/Amiga	£19.95dk	
Spectrum	£14.95cs	
MSX	£14.95cs	
Apple Mac	£19.95dk	
IBM PC	£19.95dk	
C64/128	£14.95cs/dk	
Ams	£14.95cs	£19.95dk
Atari 8-bit	£14.95cs/dk	

Reviewed issue 1 – Original ACE Rating 905

Level 9 launch the first game on their new system. Interactive characters populate an environment loosely modelled on MUD, in which the player finds himself taking the place of one of the computer-controlled mobiles.

VINTAGE VALUE 815

Holding up reasonably well but the next year should see strong competition from Level 9's own titles and Magnetic Scrolls.

TIPS

The first part is easy, provided you can trip up the horseman. Real success comes only once realised the significance of the visor (try removing it and experimenting) and you've acquired the reprogrammer in *Hordes of the Mountain King*. To do this, get yourself killed, then remove visor after opening the door. go east. This will help you recruit the dragon, as well as the troll and the mouse.

LEGEND OF THE SWORD

Rainbird

ST/AMIGA	£24.95dk
IBM PC	£24.95dk

Reviewed issue 11 – Original ACE Rating 815

Very attractive icon-driven adventure that combines text input with excellent graphic presentation. On-screen scrolling map, command menus, movement icons, and other options combine to create a powerful system that supports a competent scenario. Find the legendary sword and defeat the wicked wizard Suzar.

VINTAGE VALUE 815

Still impresses with the presentation. Expect other similar programs in the near future, which may offer more elaborate scenarios.

TIPS

Don't be too foolhardy at the beginning of the game, or you won't get very far. If something nasty this way comes, scarper.

NORD AND BERT

Infocom/Mediagenic

C64/128	£24.99dk
ST/AMIGA/PC	£29.99dk

Reviewed in issue 4 – Original ACE Rating 895

DON'T MISS THE MAD SCRAMBLE FOR

4X4 OFF-ROAD RACING™

Put yourself and your driving skills against the clock and computer controlled opponents to challenge for the Victor's Cup. Off-Road, Racing is a test of speed and survival. Customise your vehicle and prepare to race over the world's toughest terrain.

challenge: the Georgia mud flat, the Michigan Winter Wreck-Off, the Death Valley Trek or the Baja challenge. Snow, ice, mud and desert all combine to make Off-Road Racing the most hazardous road game yet. It makes the Grand Prix look like child's play.

+ Your chance to win a fabulous Kawasaki KDX200 in our 'Mad Scramble' Competition

See the bike at the PCW Show.

For details of the competition see the inlay card.

Also available
Impossible Mission II the return of Elvin Atombender

CBM64/128 & AMSTRAD	£9.99 tape £14.99 disk
SPECTRUM	£8.99 tape
ATARI ST	£19.99 disk
IBM PC	£24.99 disk

U.S. GOLD®

CBM64/128 & AMSTRAD £9.99 tape £14.99 disk

SPECTRUM £8.99 tape

AMIGA £24.99 disk

IBM PC £19.99 disk

EPYX

U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388.

Four of the toughest, roughest courses gives you the ultimate driving challenge: the Georgia mud flat, the Michigan Winter Wreck-Off, the Death Valley Trek or the Baja challenge. Snow, ice, mud and

Another Infocom experiment, but this time definitely for fans of puns and puzzles, not orcs and dragons. The town of Punster is in confusion and you must sort it out by entering a series of mini-scenarios which can only be solved by entering puns and other word-play responses. Some of the scenarios are spoilt by their dependence on American humour, others are hilarious. All are difficult.

VINTAGE VALUE 895

No-one's tried to do anything like this since. If it were a little more British, by Jove, it would be up in the nine-hundreds for text-input puzzle fans.

TIPS

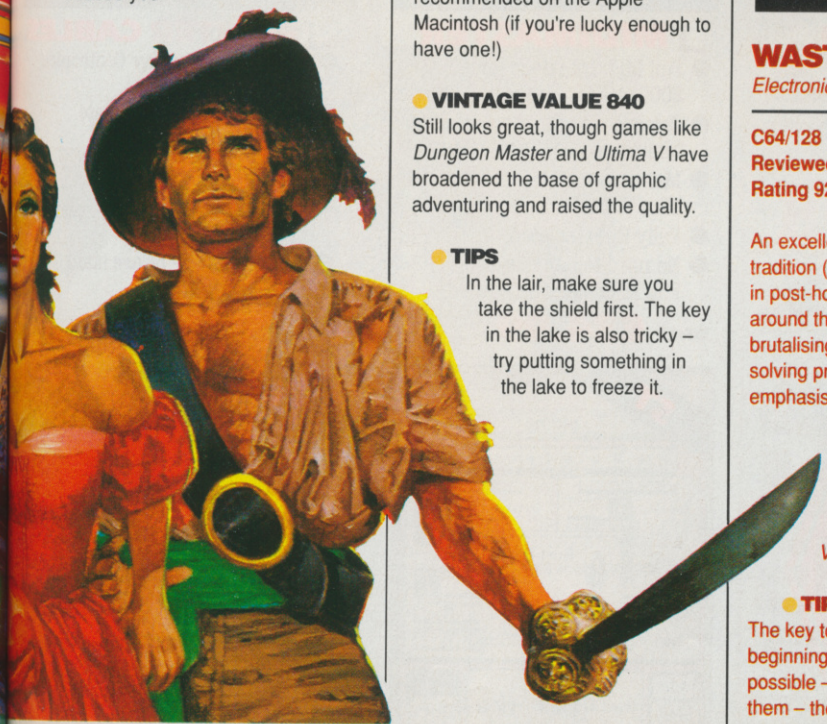
Perseverance is all in this game. Easiest scenarios to tackle are the Bob Hope rip-off, Act the Part and Eat Your Words. Try eating humble pie and putting the lampshade on your head. Anything for a laugh...

PLUNDERED HEARTS

Infocom/Mediagenic

C64/128 £24.99dk
ST/AMIGA/PC £29.99dk
Reviewed issue 4 – Original ACE Rating 905

Infocom's experiment with romantic fiction makes a fine, if rather easy, text-only adventure. Captured by an evil pirate, can you resist his charms? The goodies are baddies and the baddies are goodies as you abandon ship and rescue your kidnapped father. Excellent descriptions.



VINTAGE VALUE 905

The atmosphere is everlasting, and so's the ease with which you'll finish it.

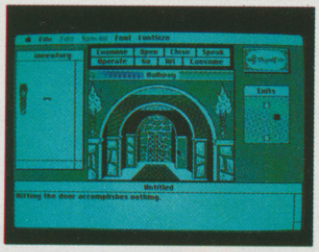
TIPS

Make sure you put out the fuse in the hold (try chucking something wet at it). Then it's plain sailing till Lafond traps you in his bedroom. Blow something in his face.

SHADOWGATE

Mindscape/Mirrorsoft

ST/Amiga/PC £24.99dk
Apple Mac £29.95dk
Reviewed issue 5 Original ACE rating 898



One of the later Icom games – although the system hasn't developed enormously, it remains impressive, and the atmosphere's tremendous.

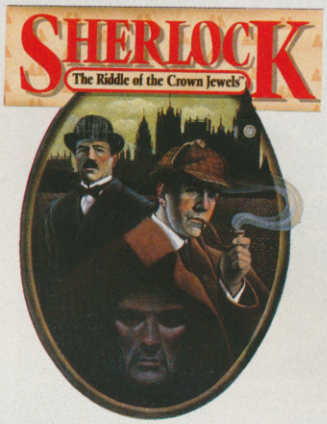
Excellent icon-driven adventure system with good graphics and clever puzzles. Manages to combine the atmosphere of an adventure with the ease of use of an arcade game as you penetrate a haunted house. Particularly recommended on the Apple Macintosh (if you're lucky enough to have one!)

VINTAGE VALUE 840

Still looks great, though games like *Dungeon Master* and *Ultima V* have broadened the base of graphic adventuring and raised the quality.

TIPS

In the lair, make sure you take the shield first. The key in the lake is also tricky – try putting something in the lake to freeze it.



SHERLOCK HOLMES

Infocom/Mediagenic

C64/128 £19.99dk
IBM PC £24.99dk
ST/AMIGA £24.99dk
Reviewed issue 8 – Original ACE Rating 899

Wander around Victorian London locating the crown jewels, stolen and distributed about the city. Start off on Saturday morning and complete the quest by Monday. Game time passes fairly slowly and some of the puzzles are very easy, but the atmosphere just about wins through and there are one or two real posers to baffle even the best detectives.

VINTAGE VALUE 715

Hit very badly by the enormous improvement in the last year of British adventures and American RPG software. Games like *Corruption* and *Bards Tale III* combine to lower this products rating dramatically.

TIPS

Make sure you revive the girl with the right medicine – get it from Holmes' flat. You can get up Big Ben by plugging your ears.

TIME AND MAGIK

Level 9/Mandarin

SPEC £14.95cs/dk
C64/128 £14.95cs/dk
AMS £14.95cs/dk
ST/AMIGA £19.99dk
IBM PC £19.99dk
Reviewed issue 10 – Original ACE Rating 919

A superb value compilation of three classic Level 9 adventure games complete with upgraded parsers and improved/added graphics. The time-honoured gem, *Lords of Time*, plus *Red Moon* and *The Price of Magik*. Excellent value.

VINTAGE VALUE 919

timeless.

TIPS

Lords of Time is the one to match yourself against. The key puzzle here is getting the keys from the garden shed. You'll have to reflect on the Narcissus, then wave the lodestone by the door. Don't forget to pay the tooth-fairy, but you won't see her unless you change your diet.

WASTELAND

Electronic Arts

C64/128 £14.95dk
Reviewed issue 12 – Original ACE Rating 921

An excellent RPG in the *Bards Tale* tradition (and by the same team) set in post-holocaust America. Tally-ho around the irradiated countryside brutalising mutant bunnies and solving problems en route. Heavy emphasis on developing powerful characters with lots of skills and mucho macho weaponry. No brains required, but lots of fun.

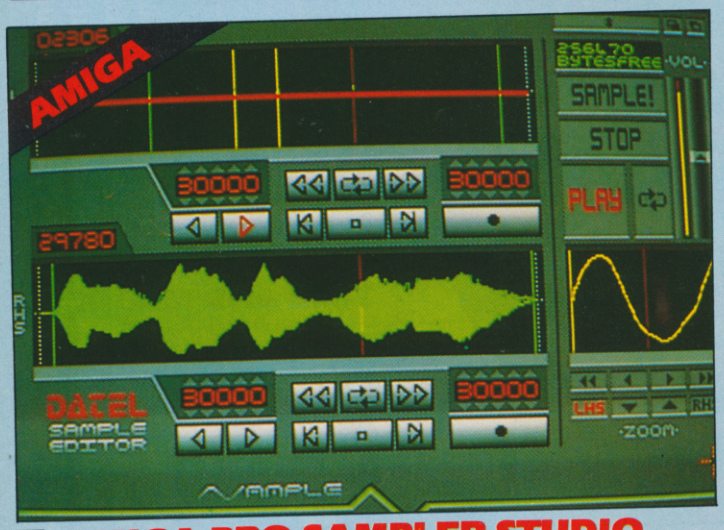
VINTAGE VALUE 915

has been taken down a peg or two already by the excellent *Ultima V*, but still definitely one for the shelf.

TIPS

The key to success is choosing a proper spread of skills for your party at the beginning. Make sure you include as many medics and lock-breakers as possible – you'll need them. If someone asks for help during the game, help them – they will further your quest as a result.

DATEL ELECTRONICS



AMIGA PRO SAMPLER STUDIO

- A top quality sound sampling system at a realistic price.
- All the usual features of a sampling system plus many more.
- 100% machine code software for realtime functions.
- Hires sample editing.
- Realtime frequency display.
- Realtime level meters.
- Files saved in IFF format.
- Adjustable manual/automatic record trig level.
- Variable sample rate and playback speed.
- Separate scroll line waveform windows plus zoom function with Edit windows for fine accurate editing.
- Hardware compatible with many other software packages.
- Software files can be used within other music utilities.
- Reverse, copy, mix, clear plus other edit facilities.
- Microphone and line input ¼" Jack and Din connections.
- 3D shot of sound waveform. Wave editor to design your own waveforms or adjust existing ones.

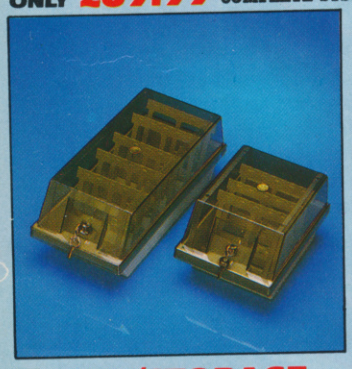
ONLY £69.99 COMPLETE SYSTEM, PLEASE STATE A500/1000/2000

DATEL JAMMER

To complement the Sample Studio the Datel Jammer gives you a 5 octave keyboard to play and record your sampled sounds.

FEATURES:

- 2 and 3 note chords.
- 4 track sequencer up to 9999 events.
- Tempo and Beat Controls.
- Mixer Controls on Instruments.
- Load and Save sequence.
- Works on standard IFF file sounds.



DISK/STORAGE BOX OFFERS

- DD40 holds 40 3½" disks lockable.

ONLY £6.99

- DD80 holds 80 3½" disks lockable.

ONLY £8.99

- Disks – 3½" D/DS/D.
- Top quality, bulk packed with cables.

ONLY £24.99 FOR 25.

DATA/SWITCH BOXES

- A/B type connect two printers to one computer or (vice-versa).
- Centronics connections or RS232 (Serial) connections (25 pin) please state.

ONLY £24.99

- ABC type connect three printers to one computer (or vice versa).
- Centronics or RS232 connections.

ONLY £34.99

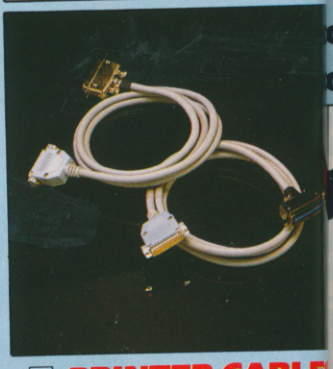
- Intelligent Printer Sharer.
- Share one Printer between four computers.
- Automatic switching – no need to leave your computer.
- RS232 serial or Centronics connections – please state.

ONLY £79.99

MIDIMASTER

- Full Midi Interface for A500/2000/1000 (Please state model)
- Compatible with most leading Midi packages (inc. D/Music)
- Midi In – Midi Out x 3 – Midi Thru
- Fully Opto Isolated
- No need to pay more – Full Midi standard

ONLY £34.99



PRINTER CABLES

- 25 pin 'D' to 36 way Centronics parallel lead.
- A 500 or 1000 please state.
- 1.2m length.

ONLY £8.99

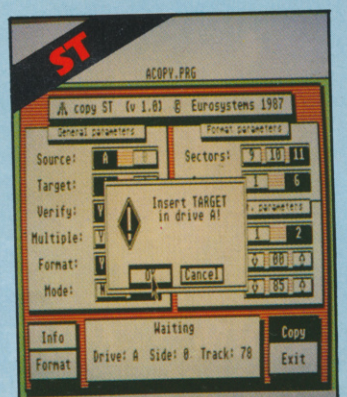
- 25 pin 'D' to 25 pin 'D' – serial printer lead.
- A500 or 1000 – please state.
- 2m length.

ONLY £8.99

● ST COPY – DEEP SCAN NIBBLER

- ❑ Copy an entire disk – even highly protected programs – in under 60 seconds.
- ❑ Works with one drive or two.
- ❑ Multiple copy option allows you to make many copies from one original.
- ❑ Copy 1 or 2 disk sides – upto 85 tracks.
- ❑ Special format parameters for non standard formats.
- ❑ Using 1040 ST copy a whole disk in one pass with single drive.
- ❑ Compatible with 520 and 1040 ST
- ❑ Unique 'INFO' analyser – displays vital disk parameters, including sector distribution, data dispersion, interleave status, etc., etc.
- ❑ Full verify option.
- ❑ Easy to use Icon driven program takes the mystery out of disk backup

ONLY £29.99

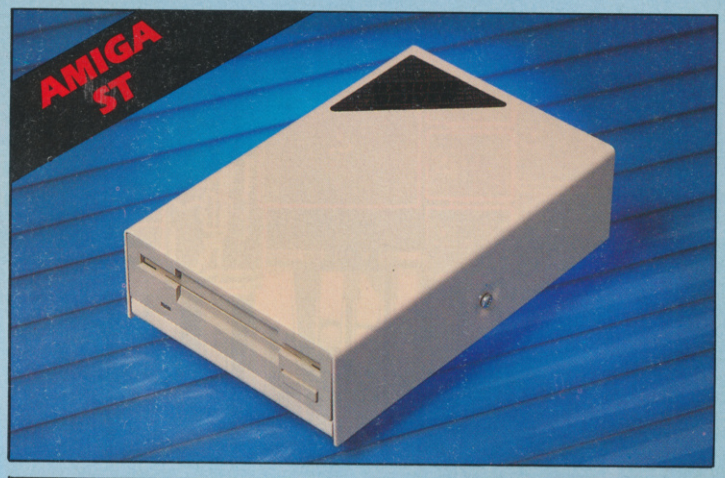


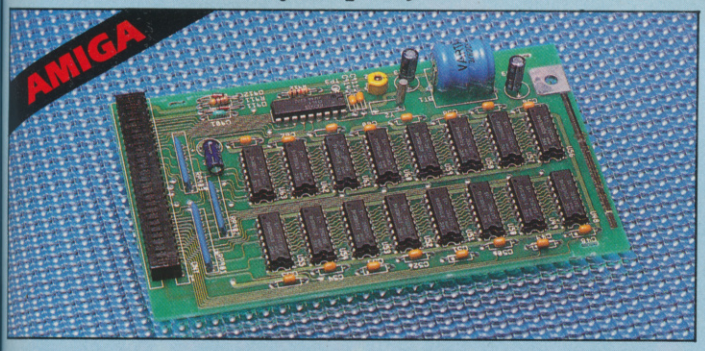
DATEL ELECTRONICS

EXTERNAL 3.5" DISK DRIVE

- Slimline extra low profile unit – only 6" long!
- Top quality NEC drive mechanism.
- Throughport allows daisychaining other drives.
- A superbly styled case finished in computer colours.
- Fully compatible.
- 1 meg unformatted capacity.
- Good length cable for positioning on your desk etc.
- **Value for money** – before you buy a drive, please compare the features – this drive has an NEC drive unit and is housed in a superb housing – many units available are built to a price and not to a standard. Don't spend a few pounds less and end up with 'rubbish' – and remember your are buying from the manufacturer.
- Complete – no more to buy
- Atari version comes complete with necessary power supply.

ONLY £114.99 POST FREE
ADD (£5 for Courier delivery if required).



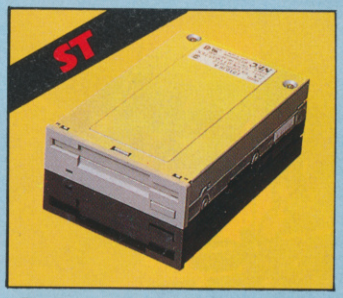


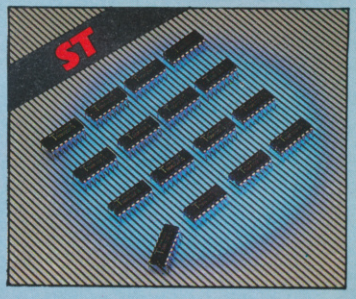
512K RAM EXTENSION ● A500

- Available with/without calendar clock option
- Simply plugs internally into a A500 slot
- Fitted in minutes – no soldering etc.
- With calendar/clock onboard time/date automatically booted
- Battery backed to retain time/date

ONLY £89.99 FOR STANDARD 512K CARD OR

ONLY £89.99 FOR VERSION WITH CLOCK/CALENDAR





● 1 MEG INTERNAL DRIVE UPGRADE

- Replace internal 500K drive with a full 1 meg unit.
- Top quality NEC drive unit.
- Full fitting instructions.
- Easily fitted no special skills required.
- Direct plug in replacement.
- Available now.

ONLY £99.99

● 1 MEG RAM UPGRADE KIT

- Complete kit to fit internally into 520 STFM.
- 512K of FASTRAM to bring your 520 upto a full 1040K!!
- Fitting is a straightforward soldering job – achieved by anyone who has a little experience.
- Makes unit fully 1040 Ram compatible.
- Complete with illustrated instructions.

ONLY £79.99

● SOLDER/DESOLDER KIT

- If you wish to do you own Ram upgrade then we can supply the tools.
- Quality soldering iron plus a desolder sucker tool and solder.
- No more to buy.
- Useful for many other jobs too.

ONLY £9.99

MARAUDER II

● Quite simply the best disk copier available for the Amiga (all models)

- Superfast disk copier will copy almost any commercial disk
- Friendly user Interface – Mouse driven throughout.
- Completely compatible with Amiga multitasking system
- Even decrypts many encoded programs including D.Print/Video/ Paint/Music/II etc.
- Special 'Strategy Files' cope with even the most advanced protection schemes
- Supports upto 5 drives simultaneously for multiple copies
- Regular updates available – we always ship the latest
- Fast operation – typically around 80 seconds
- USA's top selling copier

ONLY £29.99 POST FREE

ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS

HOW TO ORDER . . . .

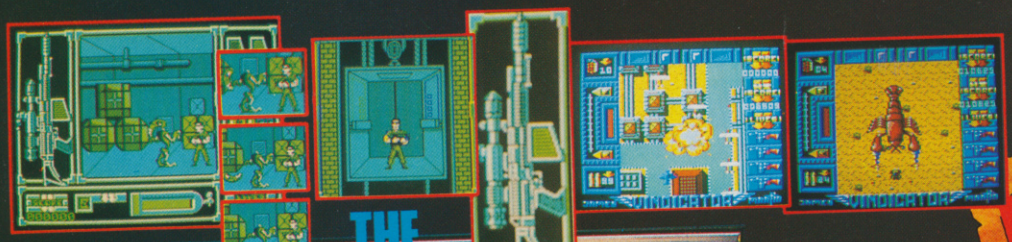
BY PHONE	BY POST	FAX
0782 744707 24 hr Credit Card Line	Send cheques/POs made payable to 'Datel Electronics'	0782 744292 UK ORDERS POST FREE – EUROPE ADD £1 OVERSEAS ADD £3

DATEL ELECTRONICS

DATEL ELECTRONICS LTD., FENTON INDUSTRIAL ESTATE, GOVAN ROAD, FENTON, STOKE-ON-TRENT, ENGLAND.

SALES ONLY	TECHNICAL ONLY
0782 744707	0782 744324

ALIENS... THE GOOD...



THE VINDICATOR!

ALIEN FORCES WREAK HAVOC ON OUR PLANET. THE EARTH TORN AND BLASTED IN WHAT SEEMED THE FINAL WAR. BUT ENOUGH SURVIVED TO UPHOLD THE LAWS OF JUSTICE AND REVENGE. NOW ONE MAN MUST FACE THE FINAL ENEMY. HE IS THE VINDICATOR. ACROSS A TORTURED LANDSCAPE AGAINST INCREDIBLE ODDS HE MUST BATTLE THROUGH TO THE ENEMY STRONGHOLD, DOWN INTO MAZE LIKE CORRIDORS FILLED WITH MUTATED GUARDIANS UNTIL HE REACHES THE INNER SANCTUM OF THE DARK OVERLORD TO STRIKE THE FINAL BLOW OF RETRIBUTION. BECOME THE VINDICATOR IN THIS MULTI-SECTIONED GAME OF SURVIVAL AS STATE-OF-THE-ART GRAPHICS TAKE YOU ON THE ADVENTURE OF A LIFETIME. STRIKE BACK, BEFORE IT'S TOO LATE!

KONAMI COIN-OP ACTIO

Beyond infinity lies the evil galaxy dominated by the forces of the despotic SALAMANDER: A hero must persuade his compatriots to join him on a journey into hell and beyond. Organic Monsters of destruction, Nuclear Spiders, Infernos burning like raging seas in torment, Caverns of Despair, Demons beyond the dimensions of our minds.

SPECTRU
£7.9
SPECTRU
AMSTRA
£8.9
COMMOD

SALAMANDER

Imagine

...the name of the game®

©Konami

THE PERSONAL COMPUTER SHOW
14th-18th SEPTEMBER EARL'S COURT, LONDON.
COME AND SEE US ON STAND No 3101 THIS YEAR AT

...AND THE EVIL

IMAGINE SOFTWARE · 6 CENTRAL STREET · MANCHESTER M2 5NS · TEL: 061-832 6633 · TELEX: 667799 OCEANS G · FAX: 061 834 06

SCREEN TEST

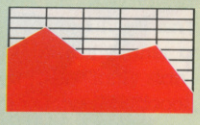
Solid 3D is making the news again with the impressive appearance of **Starglider 2**. Gone are the vector graphics of the original game and in comes lots of solid colour. It also takes you both above and below the planet surface, boldly going where no Starglider has gone before.

Eliminator is the latest blockbuster from John Phillips, following in the footsteps of *Impossaball* and *Nebulus*. No more tower twisting though, it's a thrilling ride down a winding road in the face of massive alien forces.

Barbarian II takes gory hack-em-ups into new realms of bloodiness, while **Overlander** hots up the battle of the roads in response to *Roadblasters* and *Fire and Forget* last month. The tarmac gets a hefty pounding from **Super Hang-On** as well – has *Out Run* met its match?

THE RATINGS

HOW they're calculated...



If you buy a game, how much enjoyment will you get out of it, and for how long? Just check out our revolutionary PIC (Predicted Interest Curve) for the full story. Brilliant arcade games start high on the curve, and then steadily tail off as you lose interest; powerful puzzle games may ride the crest of the curve for months – but the moment you solve them they'll come tumbling down; complex strategy games may stump you at first – but climb up the scale as you begin to appreciate the scope of the gameplay. And as for the turkeys – they start low, stay low, and have nowhere to go but down, down, down.

Once you've seen how long the game can hold your attention, all you need to glance at is the renowned ACE RATING. This is calculated according to the area under the PIC. The bigger it is, the better the game. Add to that our definitive ratings for IQ Factor (will it give your brain cells a work-out?) and Fun Factor – a measure of instant appeal and exhilaration as you dive into the game. And, of course, we rate the Graphics and Audio effects too...for EVERY machine the game's available on.

WHY you can rely on them...

The ACE reviewing team covers a broad spectrum of computer entertainment talent. Andy Wilton – ACE's resident technical wizz – is as handy with a smart bomb as he is with hexadecimal. Andy Smith wouldn't know hexadecimal from a hole in the ground, but can wipe the floor with any number of aliens. Rod Lawton prefers to reason with aliens – *then* shoot them. Bob Wade (ex-Personal Computer Games, Zzap!64 and Amstrad Action) has played more computer games than any sane person ought to. Add Steve Cooke (ex-PCG and formerly columnist for magazines ranging from Zzap!64 to Your Sinclair) and you've got age and experience as well as youthful enthusiasm.

Every game on the following pages has been seen by all of us. We compare notes, express differing opinions, and only then do we decide who's to take final responsibility for getting our views into print. What follows, then, isn't just a collection of casual comments, but the definitive ACE verdict on this month's software. We've checked it out – now you can too.

INDEX

ACE RATED

82 ELIMINATOR *Hewson*
76 STARGLIDER 2 *Rainbird*

REVIEWED

90 BARBARIAN II *Palace*
85 EMPIRE *Electronic Arts*
88 EMPIRE STRIKES BACK *Domark*
78 FERNANDEZ MUST DIE *Imageworks*
87 NETHERWORLD *Hewson*
81 OVERLANDER *Elite*
88 STAR GOOSE *Logotron*
89 STAR RAY *Logotron*
85 SUMMER OLYMPIAD *Tynesoft*
89 THE GAMES – WINTER EDITION *Epyx*

UPDATES

● **AMIGA**
93 CARRIER COMMAND *Rainbird*

● **AMSTRAD**
93 ACTION FORCE 2 *Virgin*
93 GUNSHIP *Microprose*

● **ATARI ST**
93 MICKEY MOUSE *Gremlin*
91 SUPER HANG-ON *Electric Dreams*
91 ZYNAPS *Hewson*

● **C64/128**
93 BARBARIAN II *Melbourne House*
93 MICKEY MOUSE *Gremlin*
94 THE THREE STOOGES *Cinemaware*

● **IBM PC**
94 DARK SIDE *Incentive*
94 DESERT RATS *CCS*

● **SPECTRUM**
94 ROADBLASTERS *US Gold*
94 VIRUS *Firebird*

STARGLIDER 2

RAINBIRD battle the Egrons again

NOVENIA is under threat again from those pesky Egrons. They've hatched another dastardly plot to destroy the planet. The story is related in another novella by James Follett, but this time it's a lot more humourous – the Egrons being totally incompetent. Unfortunately, it's only in the novella that the Egrons are obligingly stupid – in the game they're a much nastier prospect.

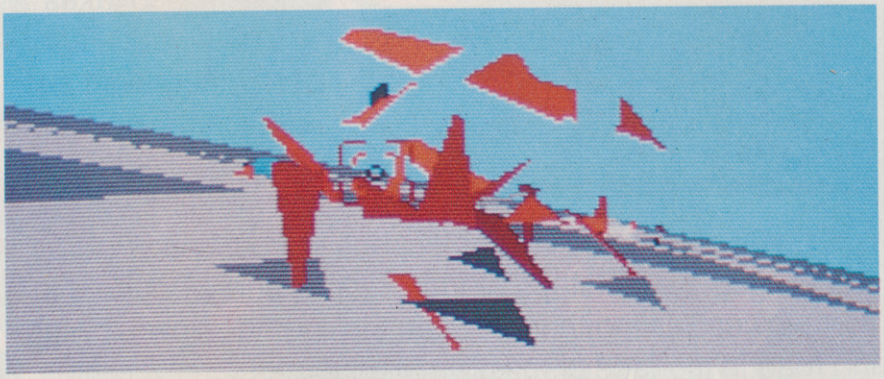
Everything takes place in the Solice star system, which consists of five planets, some with moons. You begin on the planet Apogee. The planet surfaces are chequerboards – each planet being a different colour. The view operates in a similar way to *Virus* – not stretching away to the horizon but maintaining a limited view around the ship. Thrusting away from the surface will eventually take you clear of the planet's atmosphere. You can now see a starfield, the rest of the planets, moons and the sun.

To travel between planets you need to use the stardrive. As well as moving you at high speed this also avoids the attentions of space pirates, but drains your fuel quickly.

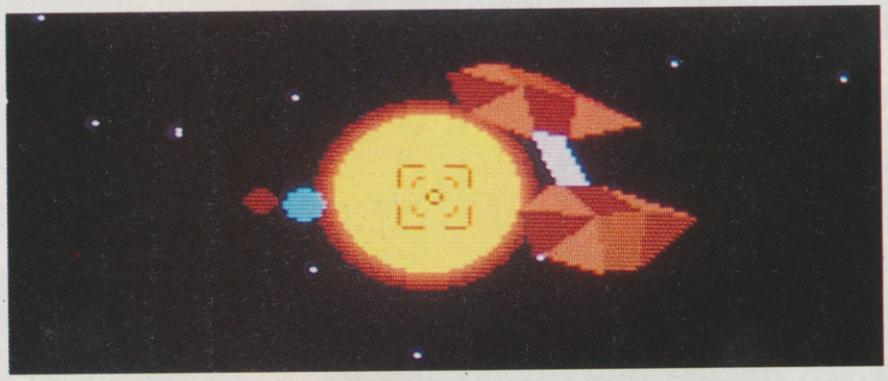
One planet in the system, Millway, has seven moons on which are being constructed projector bases. These are to defend the space station which will destroy Novenia. You have to make a Neutron bomb before the Egrons can build the space station. To build the bomb you're going to need objects from all the planets and moons, to be assembled on Apogee.

The objects are fairly strange, and include an asteroid, a crate of Vistan wine, Castrobars, an Egron mini rocket and – most crucially of all – the Professor, who knows how to put the bomb together. Most objects are found on the planet surfaces, but some are out in deep space or have to

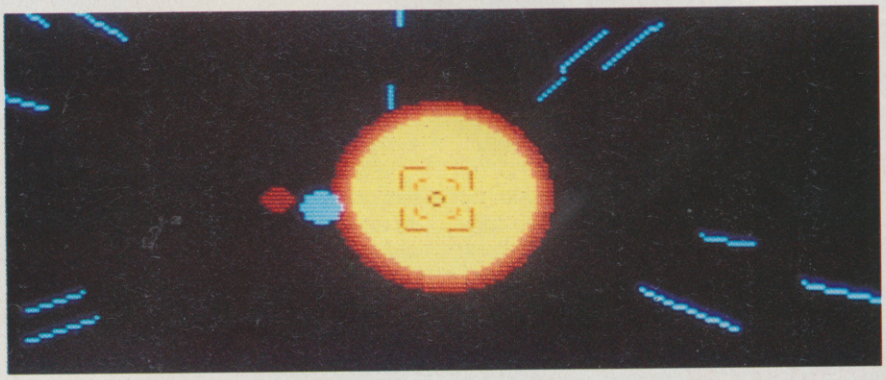
BEFORE: a stomper looms in front of you.



AFTER: a few blasts of laser fire and he's history.



BEFORE: a space pirate flashes across your view of the sun and two distant planets.



AFTER: stardrive is engaged, leaving the pirates far behind.

ATARI ST VERSION

It's faster than the Amiga version, but curiously this doesn't actually improve the gameplay. The sound effects are OK but don't give it the same feel as on the Amiga. Graphically there's hardly any difference at all.

GRAPHICS	9	IQ FACTOR	6
AUDIO	6	FUN FACTOR	8

ACE RATING 927

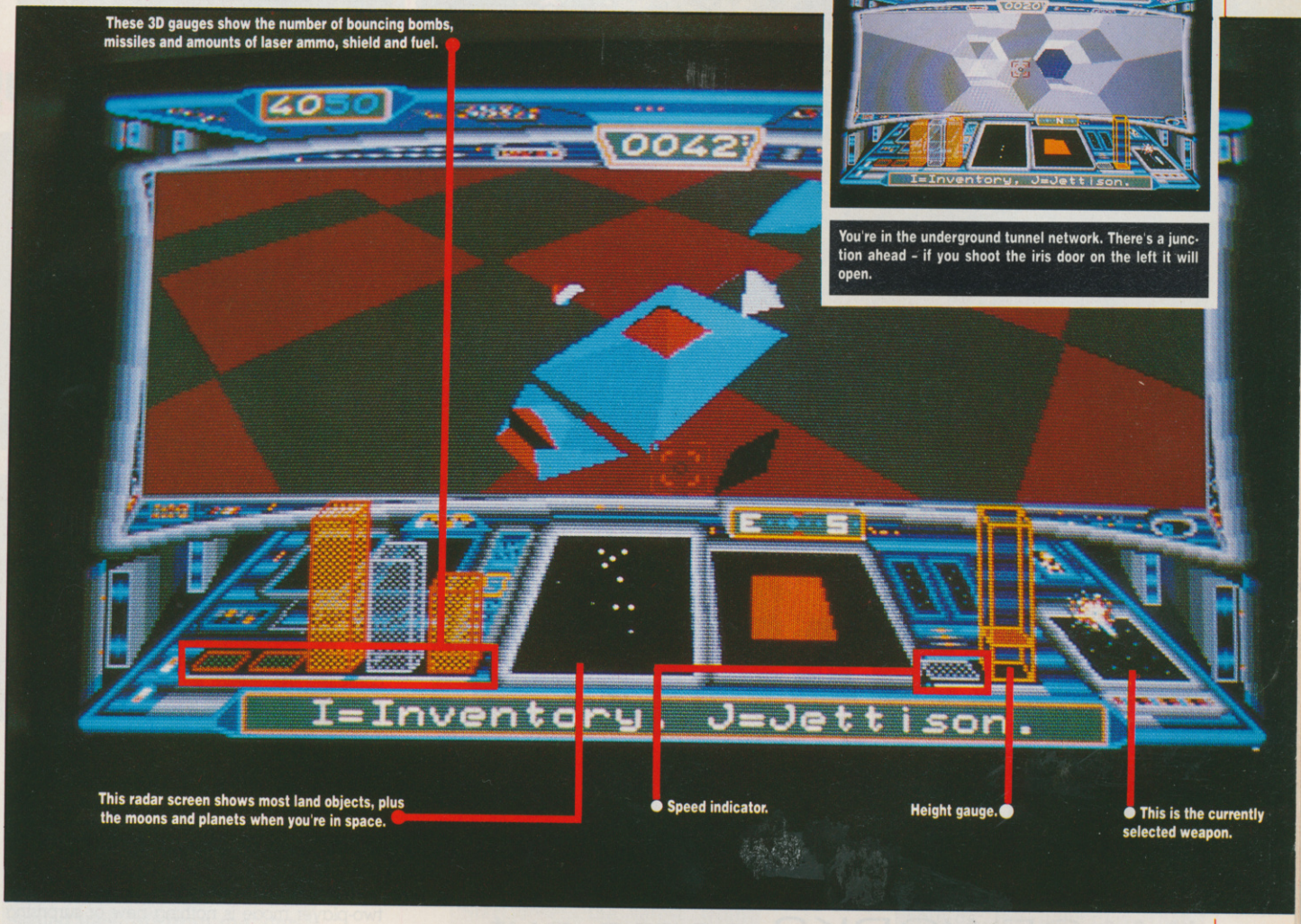
AMIGA VERSION

Has the best sound effects, which really add a lot to the feel of the game. The 3D filled in graphics are excellent too.

GRAPHICS	9	IQ FACTOR	6
AUDIO	8	FUN FACTOR	8

ACE RATING 927

A completed Egron projector base. It can be destroyed with a bouncing bomb. If all 7 are completed work on the space station begins.



You're in the underground tunnel network. There's a junction ahead – if you shoot the iris door on the left it will open.

be exchanged for at supply depots.

The depots are located in underground tunnel networks found on some of the planets. They are entered by flying into surface portals, and once inside the ship is safe from any Egron attack. The maze of tunnels isn't too hard to find your way around after a while because the tunnels follow fairly standard patterns. You'll encounter iris doors, energy barriers and junctions, but nothing that can do you much harm.

The hangars in which you can exchange items can also contain weapon supplies. Initially you're armed with just a laser but can pick up missiles, bouncing bombs, energy cuboids and the neutron bomb. They vary in usefulness and effect, the most important being the bouncing bombs, with which you can take out projector bases, and the neutron bomb, which destroys the space station.

Each planet surface has different types of defences and features. You'll encounter Egron defences virtually everywhere, but the level of opposition varies greatly from planet to planet. There are even weird mechanical beasts like Pac-worms, space whales and Egron ducks.

Players of the original game will recognise most of the defences – gun turrets, walkers, stompers, tanks and all manner of flying craft, but they all look infinitely better with filled in graphics.

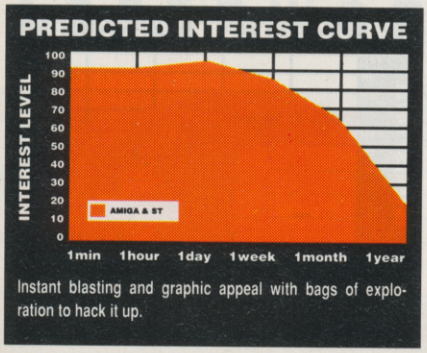
As you blast around the Solice system there are three important gauges you need to keep an eye on – fuel, shield and lasers. Running out of the first two will prove fatal and the latter will leave you defenceless. The gauges can be replenished by several means – none of them easy. There's flying low and fast over power lines, flying through asteroid debris, sun skimming, and other weird refuelling methods.

The action hangs together extremely well. Unlike the original, it isn't a straightforward shoot-em-up, but a combination of exploration and blasting. Indeed, the action parts tend to take second place to the quest for objects. It's been well thought out and is full of superb touches that raise it out of the ordinary.

● Bob Wade

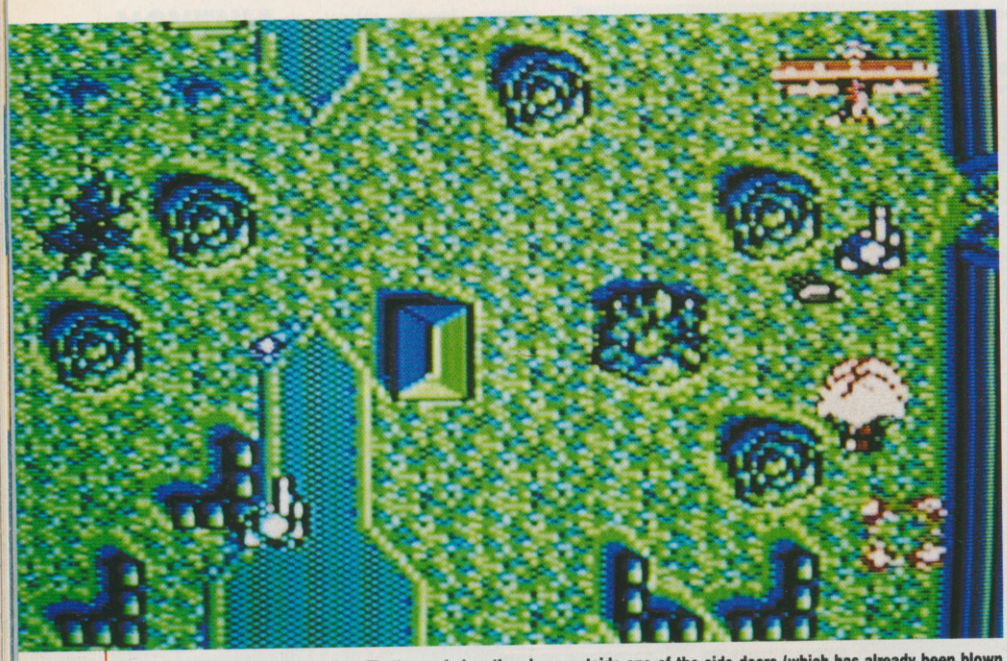
A split second after your ship has met a grisly end in the high-pressure atmosphere of the planet Millway.

RELEASE BOX		
ATARI ST	£24.95dk	OUT NOW
AMIGA	£24.95dk	OUT NOW
No 8-bit versions planned		



Instant blasting and graphic appeal with bags of exploration to hack it up.

927 ACE RATED



The overhead view of the action. That's you below the plane, outside one of the side doors (which has already been blown open). Watch out for the bombs the plane's dropping, they can severely damage your health!

FERNANDEZ MUST DIE

IMAGEWORKS come out guns a-blazing

RELEASE BOX		
C64/128	£9.99cs • 12.99dk	OUT NOW
SPEC	£9.99cs • £14.99dk	IMMINENT
AMS	£9.99cs • £14.99dk	IMMINENT
ATARI ST	£24.99dk	IMMINENT
AMIGA	£24.99dk	IMMINENT

EL DIABLO state is in uproar. Not only has the democratic government been toppled in a military coup lead by the evil general Fernandez, but he's set himself up as dictator.

Guess who's gonna save the day? Guess who's gonna infiltrate and destroy the eight military bases he's set up to protect his newly captured state? Yup, you.

This viewed from above scrolling shoot-em-up follows firmly in the footsteps of such classics as *Ikari Warriors* and *Commando*. You start the game with a machine gun and a fistful of grenades. You then have to bomb and blast your way through the vertically-scrolling levels hunting out the eight bases you need to destroy before you come face to face with the evil dictator for the final showdown.

Also to be found on the various levels are side doors that allow access to bunker-like rooms that contain POW's. Lob a grenade at the iron doors that imprison your chums and they're freed – they give you a nice wave to indicate that they can now look after themselves (though they don't seem to be in any particular hurry to leave their cells). Also to be found in the rooms are grenade and gold boxes. Picking up gold doesn't help you survive any longer but you do get extra points, whereas grenades come in handy for destroying the side doors and the larger pieces of hardware that make up Fernandez's army.

These large pieces of equipment include tanks, motorbikes and trains that fire particularly accurate shots if you're on foot, and which are easier to avoid if you can find yourself some swift transportation. The duty jeeps are the best thing to rely on. Climb in, and you can not only shoot all the enemy soldiers that are running around the bases, but you can also drive over them. Travelling this way's even more fun in two-player mode because both players can get in the jeep. One drives and can fire in the direction the jeep's facing and the other player can fire in any direction. Taking hits reduces your health by varying amounts (getting hit by a tank shell does more damage than a rifle shot, for example) and you only have five lives to complete the game with. Fortunately, aeroplanes make regular passes overhead and frequently drop red cross parcels which help to keep you going. They also drop enemy troops, so you have to be careful when going for the packages.

Though we've seen a lot of the Rambo-em-up style of games in recent months, *Fernandez* gives you more to think about than many other shoot-em-ups. The simultaneous two-player mode is nothing new or surprising but the extra touches help to add polish to what's already a tough but enjoyable game.

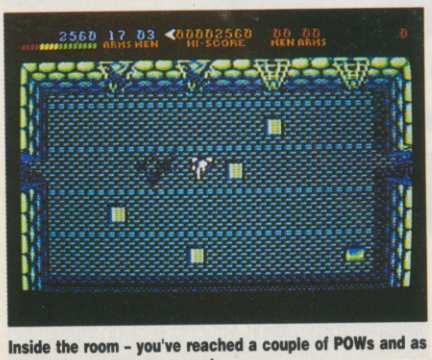
● Andy Smith

C64 VERSION

The graphics and scrolling are good and the sound's fine. Gameplay's also good and once you've found out how to survive for more than ten minutes you'll find it hard to put down.

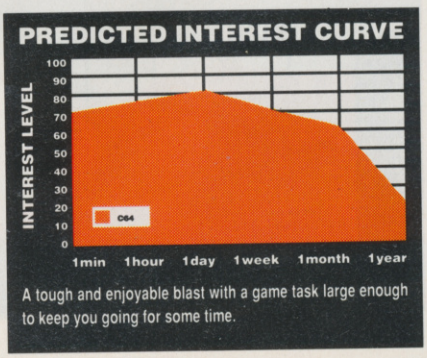
GRAPHICS	8	IQ FACTOR	3
AUDIO	8	FUN FACTOR	8

ACE RATING 784



Inside the room – you've reached a couple of POWs and as yet there are no enemy guards.

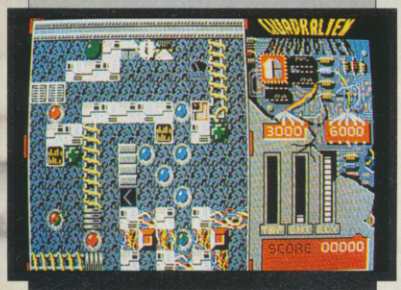
In the jeep outside one of the bases.



A tough and enjoyable blast with a game task large enough to keep you going for some time.

The games they said couldn't be written

QUADRALIEN



ST Screen Shot

You are entering Jupiterspace. Your destination, Astra , the vast cybernetic nuclear-fission complex they orbited mid-21st century. Something strange has happened there. Astra has sealed itself off from the outside world, the control mechanisms won't respond, the temperatures rising. Meltdown is nigh. But it's worse than that, for in the very heart of the reactor itself, the sinister QUADRALIEN forces have established their foothold in our solar-system. You have just six droids to sort it out.
QUADRALIEN is ACTION-STRATEGY-TENSION-JEST

ST, Amiga £19.95
PC £24.95

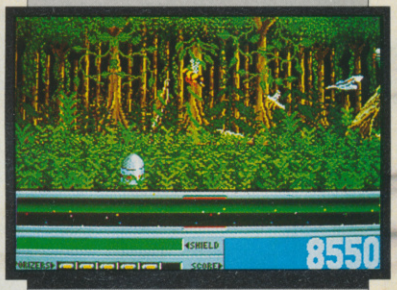
STARGOOSE!

Amiga Screen Shot

What happens when a team that's notched up two 16-BIT number ones decides to tackle the classic theme of the vertical scroll-and-blast ? The result is StarGoose!, the latest from Steve Cain and GP (Kenny) Everett, and boy is it wierd! Until you've tackled the mind-boggling variety of defence forces in the 3-D world of Nom , you're still in Straight City. StarGoose! ingredients include: The beefiest scroll-FULL screen width and Variable speed, Unique relief landscapes, Unique supply tunnels and The Eyes!

ST, Amiga £19.95
PC £24.95

STARRAY



Amiga Screen Shot

We won't mention the super-smooth parallax scrolling...the stunning backdrops...the amazing hi-res graphics...the never-heard-before sounds...the gameplay that turns humans into jelly...the aliens that just get wierder...the unique Last Game Option...
We'll just say:
"**Quite possibly the best arcade action yet written for any micro** "
Amiga (2 disks + Audio Cassette) £24.95
ST £19.95
C64 (Disk + Audio Cassette) £14.95
PC £24.95

MASTERWORKS FOR THE MILLENIUM

Please send me: ✓

STARRAY ☐

STARGOOSE! ☐

QUADRALIEN ☐

NAME & ADDRESS

Postcode

ACCESS/VISA CARD NUMBER

I enclose a cheque for £ made payable to Logotron Ltd

WHY NOT PHONE OUR CREDIT CARD HOTLINE FOR PROMPT DELIVERY : (0933) 79300

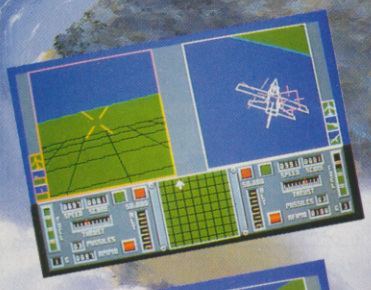
LOGOTRON RECREATION

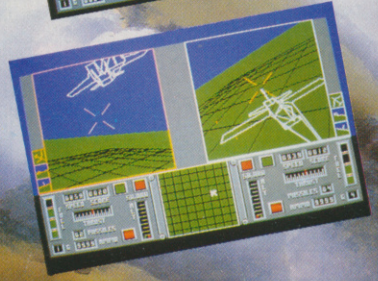
LOGOTRON LTD, DALES BREWERY, GWYDIR STREET, CAMBRIDGE, CB1 2LJ

SKYCHASE

the final test .....

.... airborne combat for every simulation fan. Modeled after USAF training competitions, take your pick from a dazzling array of the worlds leading fighters in this thrilling one or two player simulation. With user-definable features, there is an endless series of possibilities to Skychase as you battle against your adversary. You can find out what might really happen when the speed of MIG-31 Foxhound meets the agility of an F-16 Falcon - with you at the controls of either!





Features:

- 7 frontline jets to choose from
- Great sound effects
- User definable fuel, ammunition, G-Forces, playing area and more
- One or two player options
- 5 skill levels
- Skychase poster and T-Shirt offer

iMAGE works

OVERLANDER

ELITE take the money and drive

DRIVING games are still big news and the competition is getting ever hotter. The latest batch have souped-up cars with weapons and add-on modules. *Roadblasters* came top of the pile last month – so can Elite's game do better?

Your aim, as with most driving games, is to successfully get from A to B. In this case you've got a really good reason for it as well – money. Each mission you go on requires you to carry some sort of cargo – some are just important, others are highly illegal. The more dodgy the cargo, the higher the bounty. You get 50% up front and the rest on delivery.

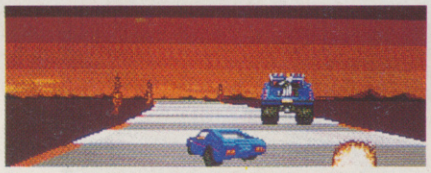
The reason the cash is important is that you need it for purchasing extra weapons and enhancing the car. This is done before taking a trip, so at the start you won't be able to afford much.

The level of opposition you meet on the road depends on how far through the game you've got and which of the two missions you accepted at the start of the level. The more valuable cargoes naturally prompt tougher journeys.

The upturned car on the left of the road is one of a long line on both sides of the road. As you drive through this narrow alley of lethal wreckage, cars will appear from in front and behind to try to bounce you into them. Fortunately you can do exactly the same to them, or just shoot them with your gun.

The side of the road is littered with rocks and trees that should be avoided at all costs. Apart from that there are six main types of obstacle: overturned cars, barriers, cars, bikes, gun emplacements and trucks. The overturned cars are at the edge of the road, leaving a narrow strip down the middle. The barriers are placed at intervals all over the road. The cars will try to bump you off the road but you can do the same to them, or shoot them. Gun emplacements strafe bullets across the road and come in groups so that you have to weave from side to side. Trucks lob weapons off the back and take several hits before exploding.

The gun at the left of the road is strafing fire across your path. Quick reactions and good timing are needed here.



The guy in the back of the truck is throwing explosive devices at you. One has just gone off to your right.

The nastiest enemies are the motorbikes, which try to hit your car – causing both vehicles to explode. This devilish kamikaze behaviour is made more dangerous by the fact that they are very manoeuvrable and weave all over the road to confuse you.

Your forward firing gun is the usual way of dealing with bad guys, but the additional weapons can come in handy. There are flame bombs which catapult forward in a salvo, rockets, smart bombs, wheelblades and battering rams. The improvements you can make to the car are a turbo for faster acceleration, leanburn engine to lower fuel consumption, armour plating, bullet-proofing, better brakes and extra lives.

None of the additions is going to make life too easy but they do help eliminate some problems. Battering rams protect you against the barriers, a leanburn engine allows you to drive slower and not run out of fuel, and bullet-proofing helps you out against the gun emplacements.

The best thing about the action is the way in which the player has a great deal of freedom in what he does. You can tool up with whatever you can afford and deal with the hazards in a number of ways. For instance you could charge past the gun emplacements at full speed or trundle up to them slowly and shoot them. The more you shoot the better, because you get additional money for wiping out the enemy.

It's the best driving-blasting game of the current batch, combining the undulating twisty roads of *Out Run* with plenty of murderous mayhem. There's a feeling of actually getting somewhere, you can learn the routes, and the action is demanding and gets progressively tougher.

● Bob Wade

ATARI ST VERSION

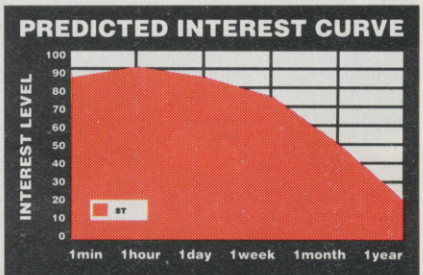
The graphic quality of the moving roadway is similar to that in *Out Run*. The music and effects are also up to scratch but not exactly leading edge. The gameplay is the clincher because it's got instant appeal, lots to learn and plenty of progressive difficulty.

GRAPHICS	8	IQ FACTOR	4
AUDIO	6	FUN FACTOR	8

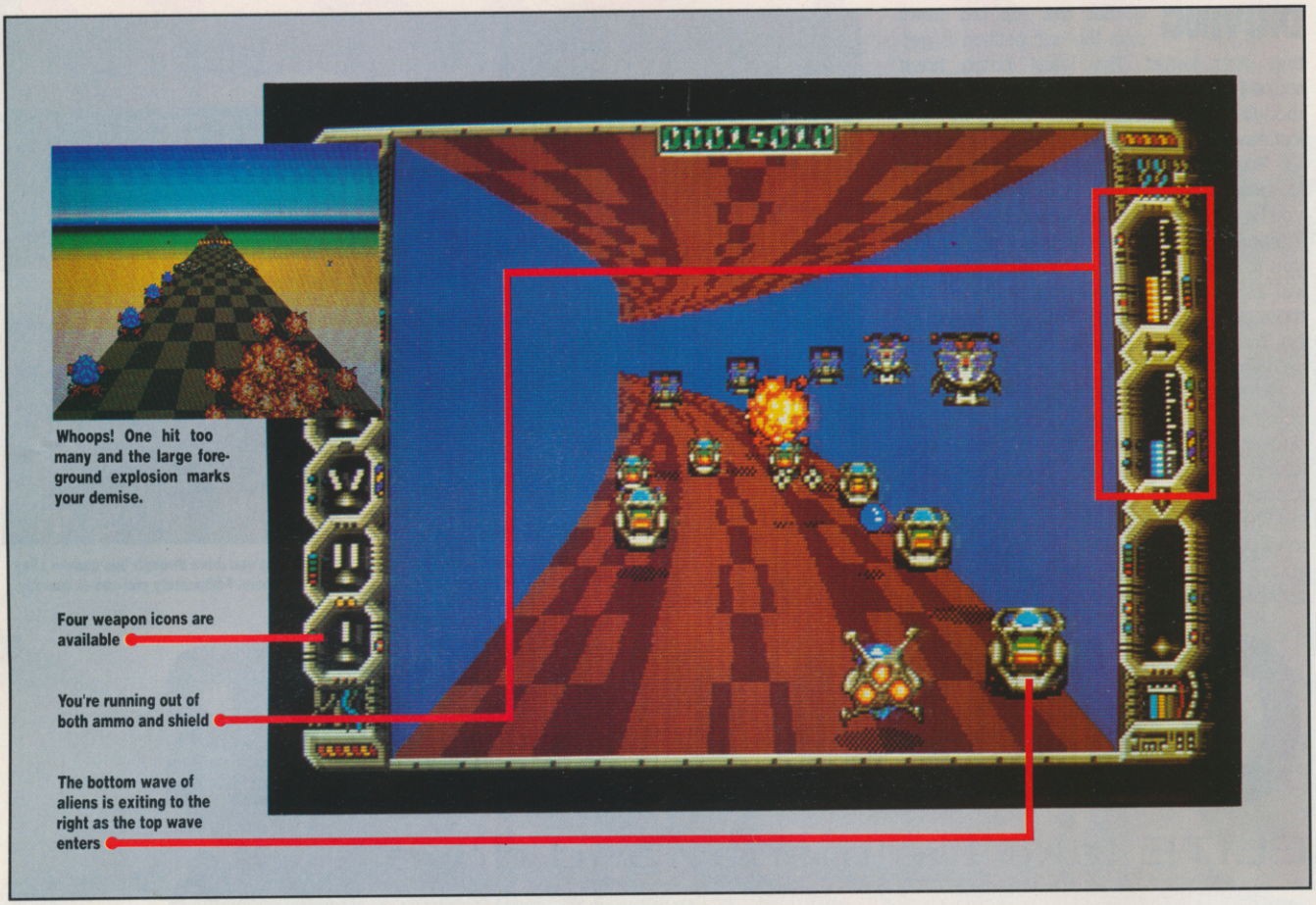
ACE RATING 832

RELEASE BOX		
ATARI ST	£19.99dk	OUT NOW
SPEC	£7.99cs • £12.99dk	IMMINENT
AMS	£9.99cs • £14.99dk	IMMINENT
C64/128	£9.99cs • £11.99dk	IMMINENT
AMIGA	£24.99dk	IMMINENT

PREDICTED INTEREST CURVE



Route learning and weapon experimentation get you hooked – the increasingly difficult levels keep you coming back.



ELIMINATOR

● John Philips the programmer behind *Nebulus* and *Impossaball* now brings us the roadway shoot-em-up *Eliminator*.

JOHN Phillips is the programming genius behind titles like *Impossaball* and *Nebulus*. Now he's turned his attention from rotating platform games to a roadway shoot-em-up.

Ahead of you is a roadway that dips, climbs and curves, throwing up obstacles and enemies every inch of the way. The road travels through many different settings – barren wastelands, tunnels and out into space. It's viewed from an ever-changing perspective – sometimes you'll be able to see a long way ahead and know what's coming at you, while at others you won't know what's on the way until it hits you.

Your craft hovers above the road and travels at a set speed. You just control its left/right movement and firing. This being the case there's no room for error – do the wrong thing and there's no slowing down to correct the mistake. This may be a cause for some frustration but it forces you to learn the levels so that you know what to expect. It's not just trial and error though, because most dangers can be dealt with if you've got your wits about you.

904 ACE RATED

There are two basic types of danger on the road – moving aliens and static obstacles. The aliens come in waves in line astern, moving around the screen like monster snakes. They fire blue spheres at you that damage your shield. If you're careless enough to run into them it's an instant life loss. The shield replenishes itself with time, but not very quickly, so you have to work hard at avoiding the spheres.

Knowing where each wave appears from and disappears to is essential for progress. You can be positioned to wipe them out quickly and know where not to be when they charge off the screen.

The static objects vary in nature and you need to identify them quickly in order to know how to deal with them. There are large barriers across the road with gaps in the middle or sides, sometimes blocked by objects you can shoot. They can also extend all the way across so that you have to use ramps to jump over them. The destructable objects are usually positioned at crucial points

ATARI ST VERSION

The roadway is a delight to watch, giving an excellent impression of movement and producing some wild perspectives. The driving tune that accompanies the action is highly suitable.

GRAPHICS	9	IQ FACTOR	3
AUDIO	7	FUN FACTOR	9

ACE RATING 904

RELEASE BOX		
ATARI ST	£19.99dk	OUT NOW
AMIGA	£19.99dk	IMMINENT
SPEC	£7.99cs • £12.99dk	IMMINENT
AMS	£9.99cs • £14.99dk	IMMINENT
C64/128	£9.99cs • £14.99dk	IMMINENT

on the road where you've got to get in position quickly and blast them.

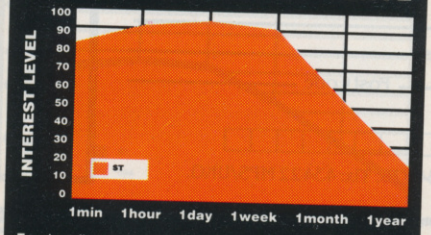
Initially you're armed with a single shot cannon. This can be upgraded by picking up spinning blue pyramids. The five additional weapons are a dual-fire cannon, side-fire cannon, bouncing bombs, double-fire cannon and triple-fire cannon. You only have a limited amount of ammunition – the last two weapons using it up faster than the others. Once the weapon is picked up you can select freely between those available. However, every time you die a weapon is taken away. Ammo is replenished by picking up spinning orange cubes – usually you have to decide whether to go for that or the pyramid because they're on opposite sides of the road. Also watch out for typical John Phillips traps where going for a weapon will prove fatal.

There are lots of delightful touches that highlight this as a John Phillips game. In places you can use a ramp to flip you up onto the ceiling and play upside down – well weird. There's a stage with a river running all the way down the middle of the road, where the only way over it is to use ramps to jump across. There are also passwords which allow you to start further on in the game, saving having to repeat the early levels once you find them too easy.

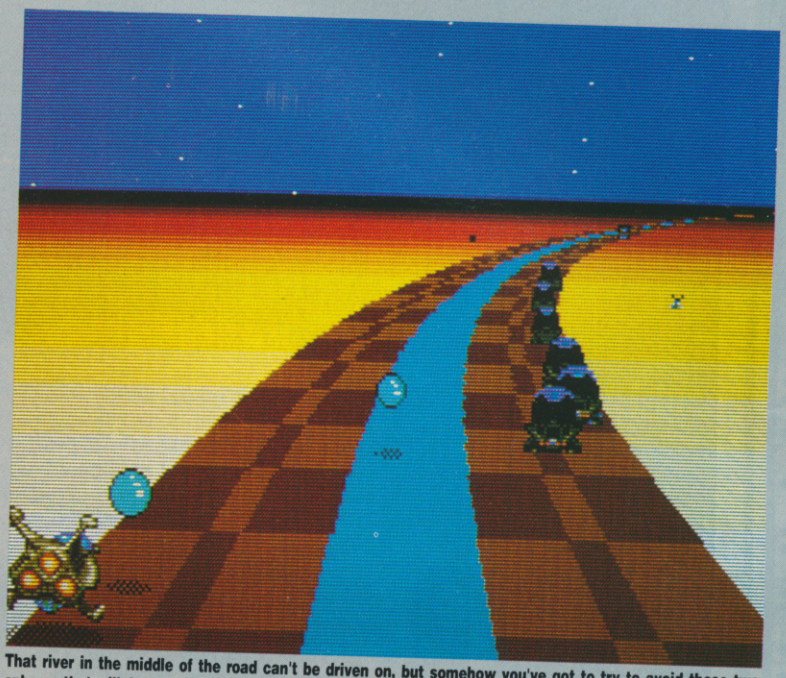
Early on the game is quite difficult, but after a few games you'll start knowing what to expect from a programmer who's determined to make life tricky. Once again John Phillips has come up with a game that will have you cursing him for putting in such wickedly tough problems – but you won't be able to stop having a go at them.

● Bob Wade

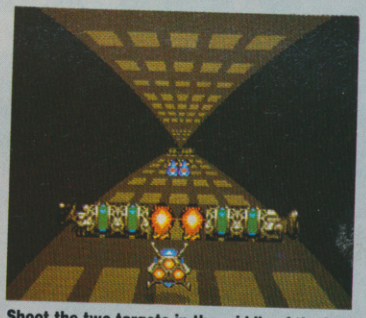
PREDICTED INTEREST CURVE



Tough at first but it quickly hooks you. The passwords and variety of levels keep it interesting.

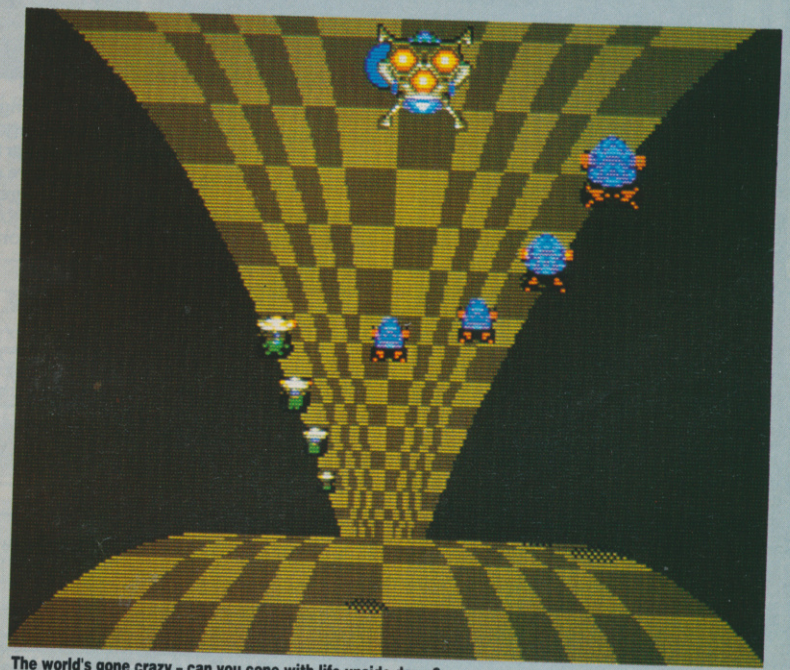


That river in the middle of the road can't be driven on, but somehow you've got to try to avoid those two spheres that will damage your shield.

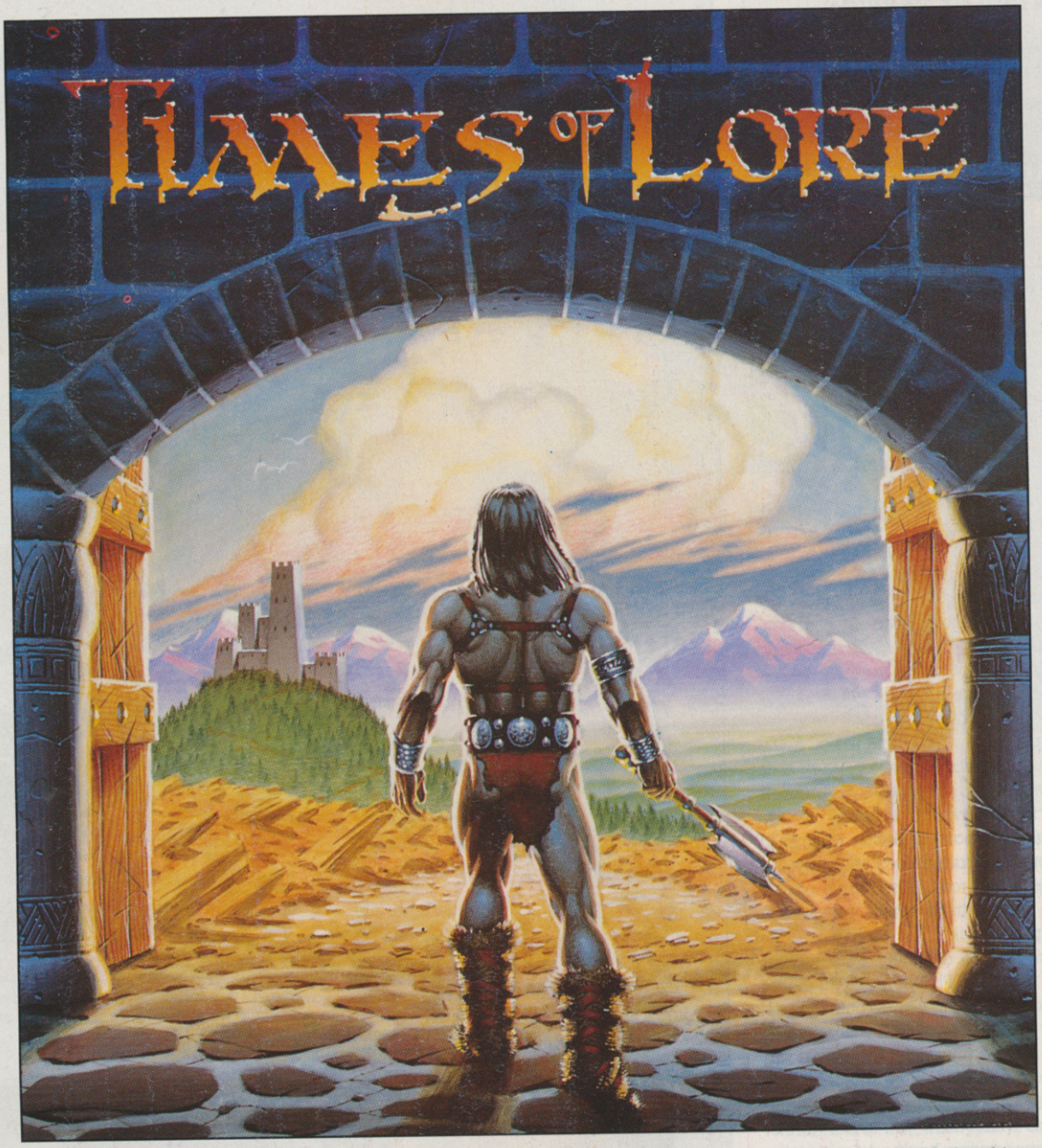


Shoot the two targets in the middle of the barrier and then dodge the indestructible blocks behind.

You'll have to weave through the barriers, picking up the extra weapons (blue pyramid) and ammo (orange cube) on the way.



The world's gone crazy – can you cope with life upside down?



Long ago, High King Valwyn drove back the barbarian hordes invading Albareth, ending a tragic war. Drained of spirit, the High King departed to the homelands of the Elden folk to renew his strength. Legends promised his return after twenty years.

But twenty years have come and gone, and Valwyn has not returned.

Now the mystic powers of old are fading and chaos rules the land. Desperate brigands roam the once-peaceful roads, while the fearful citizens of Albareth live in a world without law. Dauntless adventurers are being recruited to carry out unlikely missions in strange, distant places.

Welcome to the Kingdom of Albareth! Experience a game with relentless action and unprecedented levels of graphic detail. Stroll along the seashore, lulled by the rolling tide or explore long-forgotten desert ruins, challenging death with sword in hand, for these are the Times of Lore!

Times of Lore combines real-time gameplay with an epic story of adventure and intrigue, bringing unique challenges never before encountered in a fantasy role-playing game! Available for Commodore 64/128. Cassette £9.95, Disk £12.95.

ORIGIN SYSTEMS INC.

Please send _____ Copies of Time of Lore C64 Cassette _____ Disk _____

Name (block capitals) _____ Address _____

_____ Post Code _____

I enclose £ _____ including 55p P+P. Cheques payable to MicroProse Software Ltd.

or debit my Access/Visa card. Expiry date _____ No. _____

MicroProse Ltd., 2 Market Place. Tetbury, Gloucestershire GL8 8DA. UK. Tel: (0666) 54326. Tlx: 43422 MPS/UKG.

EMPIRE

ELECTRONIC ARTS beam down

AMIGA VERSION

The graphics may be crude and the sound effects dull, but the game's fun to play in the short-term.

GRAPHICS	3	IQ FACTOR	7
AUDIO	4	FUN FACTOR	7

ACE RATING 618

ATARI ST VERSION

The graphics are not impressive and the sound's poor, but the game plays well. It's a shame it all becomes too repetitive to keep you interested for long.

GRAPHICS	3	IQ FACTOR	7
AUDIO	2	FUN FACTOR	7

ACE RATING 606

RELEASE BOX

ATARI ST	£24.95dk	OUT NOW
AMIGA	£24.95dk	OUT NOW
IBM PC	£24.95dk	IMMINENT

KRELLANS really are mean alien types. They first appeared in ACE issue 11 in the game *Star Fleet 1*. Then they were invading Alliance space and it was down to you to stop them. Now they're invading middle-low tech planets in Alliance space and you're on the spot again.

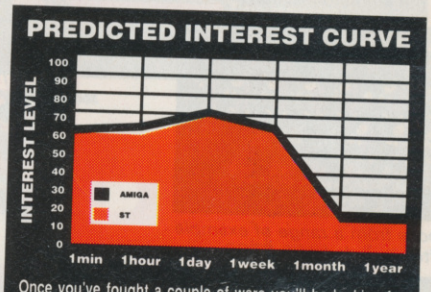
Empire's a strategic game of conquest that can accommodate up to three players (computer or human). The player starts the game with one city and has to conquer all the other cities (between 50 and 80) on the planet. Each city (once captured) can be assigned to produce a particular unit, e.g. army, battleship, transport ship etc to help in the war effort.

Each unit has a movement limit per turn – the player can either use the mouse or numeric keypad to move them one step in any of eight directions until their allowance is used up, or can use the mouse pointer and click on a destination several paces away, whereupon the unit will then move toward that objective every turn until it either gets there or its path becomes blocked.

Empire doesn't have state-of-the-art graphics or sound, but the gameplay's good and it's fun to play. The computer opponents can be tough and there are several set map 'worlds' to conquer. But the repetitive nature of the game and the limited options mean you'll soon find that one war's much like another – and that kills off your interest quickly.

● Andy Smith

Well into the game on the Amiga. The second player (red) has been crushed already and that just leaves the third player (black) to conquer.



Once you've fought a couple of wars you'll be looking for something with more variety.

SUMMER OLYMPIAD

Seoul searching TYNESOFT

BARON Pierre De Coubertin's the chap who restarted the Olympic tradition back in 1896, and since we're in Olympic season, Tynesoft have decided to release *Summer Olympiad*, the follow-up to last year's *Winter Olympiad*.

The five events you have the chance to compete in are: Skeet Shooting, where you try to shoot as many clay pigeons as possible: Triple Jump, where you hop, step and jump your way into a sandpit: High Diving, where you try to be as graceful and acrobatic as possible and avoid belly-flopping: Fencing, which involves parrying and lunging: Hurdling, where you waggle your way to the tape.

Up to six players can compete at once, and events can be chosen individually if so desired. When in competition, each player has three attempts at each event (except Skeet Shooting) to register a decent score, and medals are then awarded accordingly.

There have been dozens of these multi-event wagglers over the years, and *Summer Olympiad* offers little apart from nice graphic touches that hasn't been seen and done before.

● Andy Smith

RELEASE BOX

ATARI ST	£19.95dk	OUT NOW
C64/128	£9.95cs • £14.95dk	OUT NOW
SPEC	£7.95cs	IMMINENT
AMIGA	£19.95dk	IMMINENT
IBM PC	£24.95dk	IMMINENT

ATARI ST VERSION

Terrific graphics and perspective views of some events can't hide the aged game style. You'll soon burn this one out.

GRAPHICS	8	IQ FACTOR	2
AUDIO	7	FUN FACTOR	7

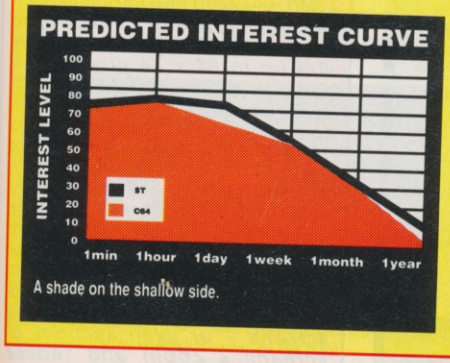
ACE RATING 630

C64 VERSION

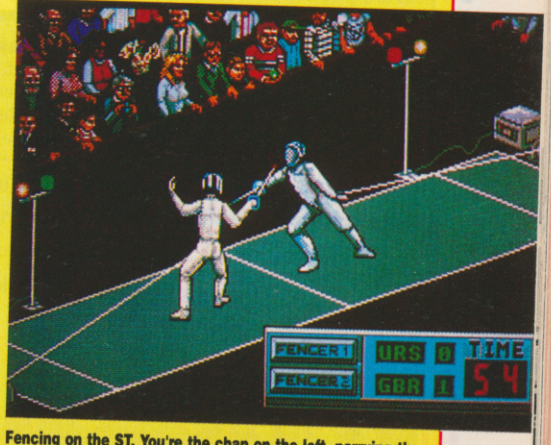
Wonderful graphics and adequate sound. Plays as well on the C64 as it does on the ST.

GRAPHICS	8	IQ FACTOR	2
AUDIO	7	FUN FACTOR	6

ACE RATING 600



A shade on the shallow side.

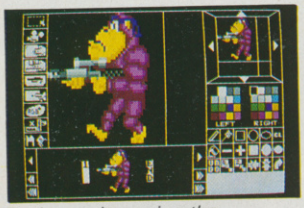


Fencing on the ST. You're the chap on the left, parrying the other guy's lunge.

UNLEASH YOUR IMAGINATION WITH

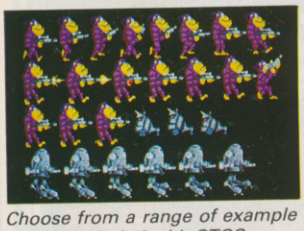
STOS

The Game Creator

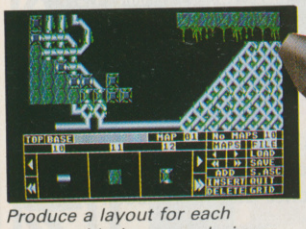


Design sprites using the powerful sprite editor

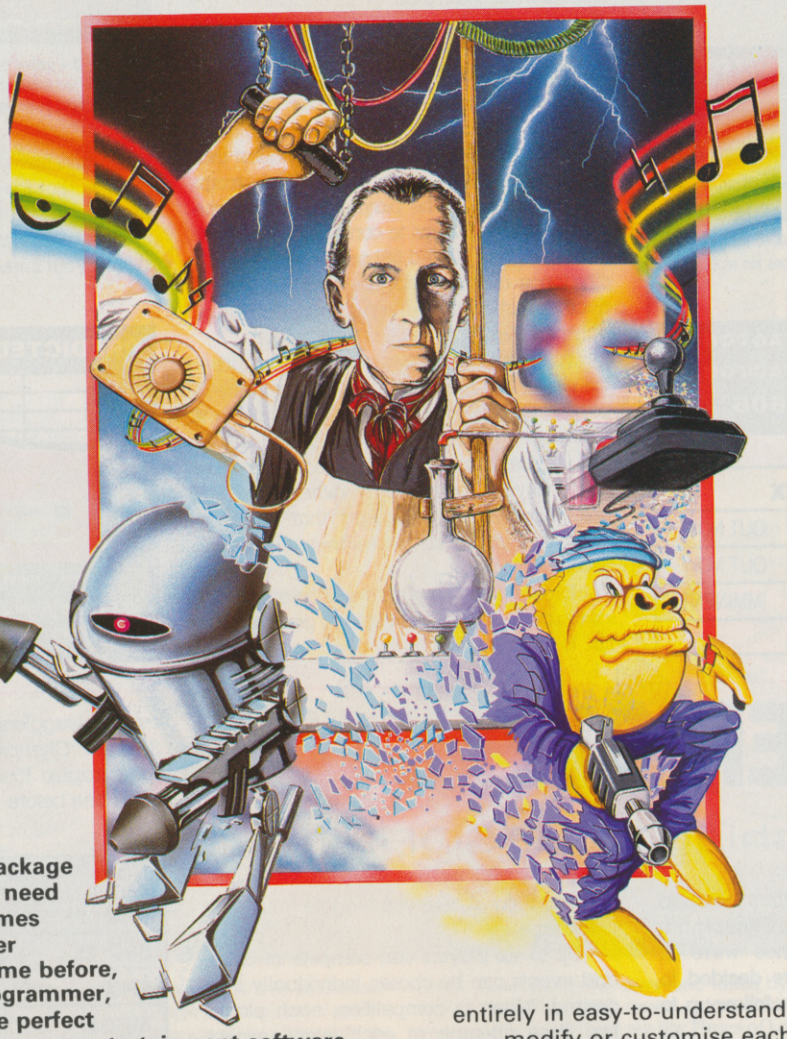
Set the sprites in motion with the animator section

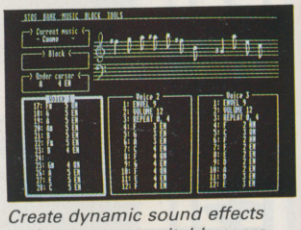


Choose from a range of example sprites included with STOS

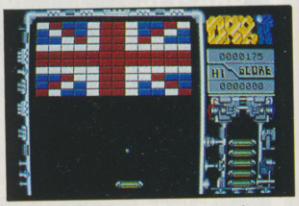


Produce a layout for each screen with the room designer



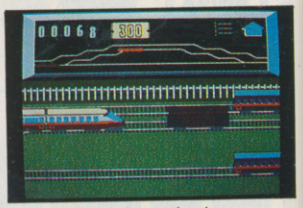


Create dynamic sound effects and compose a suitable score



Construct devious screens in the feature-packed Orbit game

Draw the flight paths of the attacking aliens in Zoltar



Blast the carriages in the horizontal-scrolling Bullet Train

STOS is a revolutionary package which has everything you need to create fast, exciting games quickly and easily. Whether you've never written a game before, or you're a competent programmer, you'll find that STOS is the perfect way for you to design your own entertainment software.

PLUS: Three *free* fast-action games which show you just what can be achieved with this unique package. There's Zoltar, Bullet Train and Orbit – and each game is written entirely in easy-to-understand Basic, which means you can modify or customise each one to your heart's content. Change the sprites, music, difficulty level, design new screens and so on. And by examining the programming you'll learn how to create your own games from scratch.

The STOS package comprises:

- A massive manual packed with easy-to-follow examples.
- At-a-glance reference card putting all the commands at your fingertips.
- Three discs containing: STOS Basic, sprite editor, room designer, character set editor, icon editor, music editor, screen compacter . . . plus many other utilities and short programs.
- An exciting opportunity to join the STOS Club for expert advice and contact names.

All this for just £29.95?

You'd better believe it!

Please send me **STOS – *The Game Creator*** at £29.95 (incl. VAT and P&P).

☐ I enclose a cheque payable to Mandarin Software

☐ Please debit my Access/Visa number:

Expiry date: /

Signature .....

Name .....

Address .....

.....

..... Postcode.....

A542

MANDARIN SOFTWARE

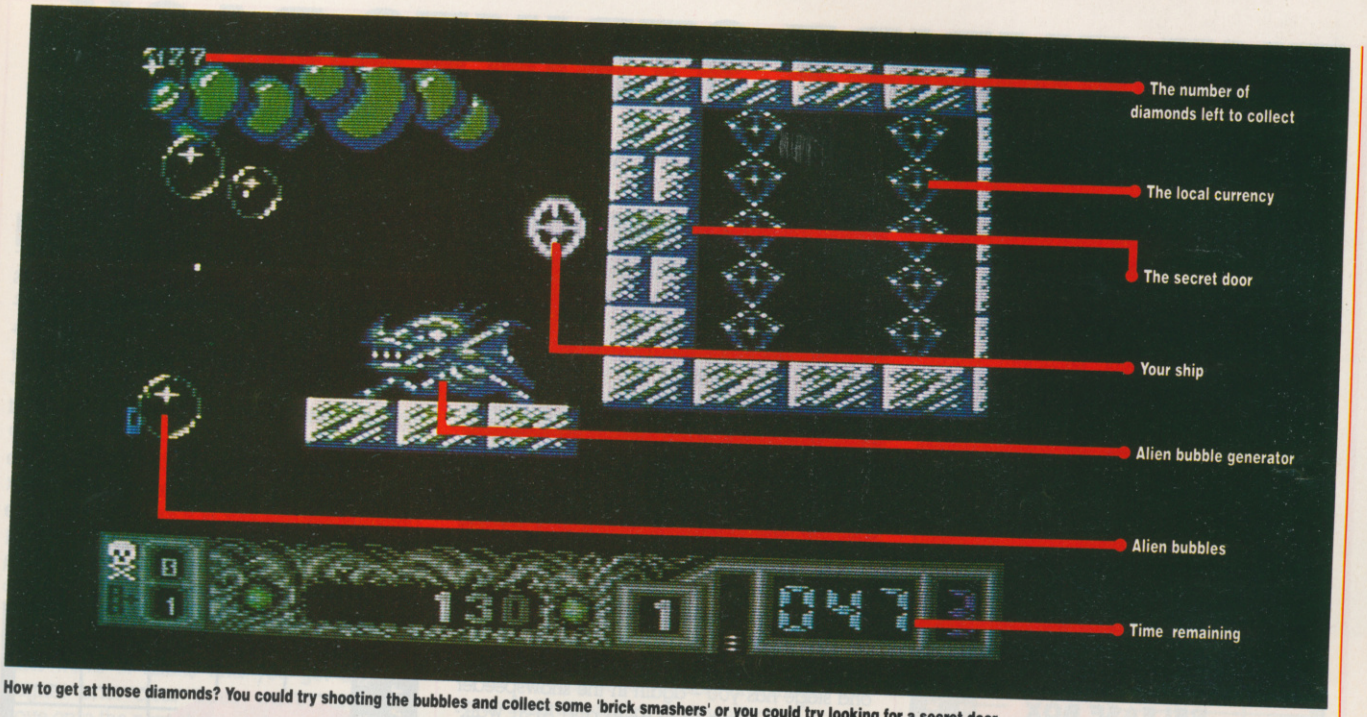
Send to: **Mandarin Software, Europa House, Adlington Park, Adlington, Macclesfield SK10 4NP.**

Enquiries: 0625 879940

Order Hotline: 0625 879920

Here's just some of the facilities that will be at your command:

• 340 powerful and versatile commands • Move and animate up to 15 sprites at once • Sprites any size up to 64 x 64 pixels • Full collision detection between each sprite or zone • Grab sprites from commercial games • Define up to 16 different types of scrolling areas • Hold up to four main programs and 12 accessory programs in memory at once • Create pull-down menus with just one command • Change modes from within a program • Overlay up to 13 windows • Compact Neochrome or Degas screens – or even sections of screens • Zoom and reduce pictures to produce incredible effects.



How to get at those diamonds? You could try shooting the bubbles and collect some 'brick smashers' or you could try looking for a secret door.

NETHERWORLD

HEWSON's Finnished game

JUKKA Tapanimaki's the Finnish author of this *Boulderdash*-in-space game. You're trapped, it would appear, in your spaceship in a bizarre and strange world. Your only hope of escape is to collect enough of the local currency to be able to buy your way home.

These units of currency look surprisingly like diamonds, and for each screen you're given a set number of them to collect (all within a time limit of course). The diamonds are easy enough to pick up, since all you have to do is fly into them – but actually getting at the diamonds is another matter. Walls, skulls and even mini-planets can all block your path and add to your frustration. They either have to be avoided or have holes knocked in them.

While obstructions may be annoying, what'll really get you riled are the swarms of deadly nasties and bubbles that spew forth from the alien generators present on each of the twelve levels. Fortunately, you're armed with a four-way rapid-firing gun, and by shooting some of the nasties and bubbles you can force them to release benefits.

These benefits include brick smashers, which come in jolly handy right at the start of the game when you discover a brick enclosure on the first level that contains a dozen or so diamonds you need. You could wait near a generator and shoot all the bubbles it releases in the hope that one may contain a brick smasher that allows you access, or you could try searching the enclosure for a secret door (the best method). Other benefits include demon killers (whose use is obvious).

Flying through hordes of nasties with guns blazing is not always a recommended approach, though, because you're bound to take hits, and colliding with too many nasties sees you losing one of your initial three lives. Thankfully, you don't have to re-start the whole level every time you lose a life, but you do if you fail to collect the set number of diamonds within the time limit. You can try to gain yourself some extra time by collecting hour glasses that are scattered around the levels – these add 30 seconds to your time. Extra lives are awarded at the end of the level, but you have to work for them by completing a different bonus screen for each one.

Netherworld takes the *Boulderdash* genre one step further and the screens are tough enough to have you tearing out your hair with frustration. Though it's not an original idea, it's been nicely worked to make an enjoyable game.

● Andy Smith

At the start of level two – that ring structure's a teleport that sends you to another location on the level.

RELEASE BOX		
C64/128	£9.99cs • £14.99dk	OUT NOW
SPEC	£7.99cs • £12.99dk	IMMINENT
AMS	£9.99cs • £14.99dk	IMMINENT
ATARI ST	£19.99dk	IMMINENT
AMIGA	£19.99dk	IMMINENT

C64 VERSION

The graphics are superbly drawn and the scrolling's very smooth. Sound, too, is enjoyable and the game plays very well indeed. With 12 levels to complete you're not going to be finishing this one in a hurry.

GRAPHICS	9	IQ FACTOR	5
AUDIO	7	FUN FACTOR	6

ACE RATING 820

PREDICTED INTEREST CURVE

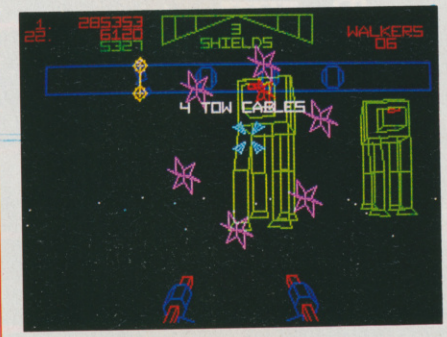
Great fun – that lasts.

THE EMPIRE STRIKES BACK

The force stays with DOMARK

DARTH'S a bit miffed. And with good reason too. His Death Star's been destroyed and now he's after revenge.

In this, the second of the *Star Wars* series, you command Luke Skywalker's snowspeeder vehicle and Han Solo's Millenium Falcon spacecraft and have to battle your way through four stages to reach the safety of the Rebels' hideout on the asteroid Hoth.



The first level of game has you in the snowspeeder trying to stop a bunch of Imperial Probots transmitting pictures of the Rebels' power generator back to Darth Vader. The second stage has you – again in the snowspeeder – fighting to stop a lot of AT-AT and AT-ST walkers. The AT-AT's are the larger of the two walkers and are tougher to stop because you have to shoot them directly in the head. You do have several tow-cables you can use to fell the beasts if you can't see their heads however. The third level has you in Han Solo's spacecraft amidst a asteroid storm. The final level sees you still in the spacecraft fighting off a swarm of Tie-fighters that pump out fireballs at you.

You start the game with five shields, and receiving a hit from either a fireball or an asteroid reduces that number by one. Extra bonuses are earnt in the game by shooting a set number of the enemy, you then get awarded a letter from the word JEDI. Manage to get all four and you're awarded a hefty bonus before starting the whole thing over again, with more of the enemy to shoot.

The Empire Strikes Back captures all the flavour and all the fun of the original coin-op. Unfortunately, the lack of variety and challenge means it doesn't take long to master the game.

● Andy Smith

ATARI ST VERSION

The graphics make the game look very dated. It's good fun to play but suffers from lack of variety and challenge.

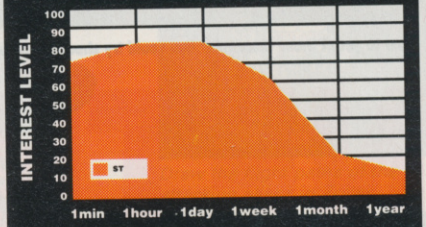
GRAPHICS	6	IQ FACTOR	1
AUDIO	6	FUN FACTOR	7

ACE RATING 665

RELEASE BOX

ATARI ST	£19.95dk	OUT NOW
AMIGA	£19.95dk	IMMINENT
SPEC	£9.95cs • £14.95dk	IMMINENT
C64/128	£9.95cs • £12.95dk	IMMINENT
AMS	£9.95cs • £14.95dk	IMMINENT

PREDICTED INTEREST CURVE



Great fun but it won't take long to burn out.

STAR GOOSE

LOGOTRON take a gander

NOMMAN military strength is at an all-time high, so you've been ordered to raid their extensive ammo dumps. You'll have to blast ground installations, dodge marauding robots and snatch up supplies as the landscape of the planet Nom scrolls vertically beneath you. Collect the six coloured crystals on each level, pop down the exit this opens up and you're onto another round of the same, only harder. Just another shoot-em-up? Well no, not quite.

For one thing there's that landscape. It may scroll vertically, but it's far from 2D. Varying contours mean that your ground-skimming fighter's constantly climbing, diving or clinging to slopes as you blast your way onwards. This is all automatic – you don't actually have to change your fighter's pitch or roll angles at all – but the effect on your firing can be crucial. Your bullets sail over enemy heads as you climb a pyramid, and thud uselessly into the ground in front of them as you descend the other side.

Re-supplying your ship is an odd process. Portals in the landscape offer entry to fuel, ammo and shield-energy tunnels where you can stock up, but the supplies aren't just handed to you on a plate. They've got to be collected in a little 3D sub-game where you swing your fighter up the walls or even right the way across the ceiling of the tunnel.

Firing at an enemy robot. You're under attack from a missile-firing ground installation, while there are mines off to the right.

The overwhelming impression the game leaves with you is one of eccentricity. A host of unusual features make it stand out, but to be honest they do little to encourage extended play. The game object isn't interesting enough, there's too little scope for tactical thinking, and the landscape contouring idea doesn't seem to fit in with the rest of the game. Originality is no substitute for gameplay!

● Andy Wilton

ATARI ST VERSION

As you might expect from the authors of *Black Lamp*, the game is a treat for the eyes and the ears. This polish isn't entirely matched by the uninspiring gameplay however.

GRAPHICS	8	IQ FACTOR	2
AUDIO	8	FUN FACTOR	3

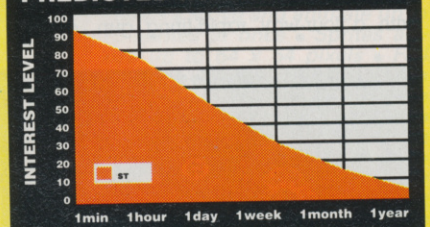
ACE RATING 517

RELEASE BOX

AMIGA	£19.95dk	OUT NOW
ATARI ST	£19.95dk	OUT NOW
IBM PC	£24.95dk	IMMINENT

No other versions planned

PREDICTED INTEREST CURVE



Very novel and very slick, but it just doesn't hang together well enough to hold your attention.

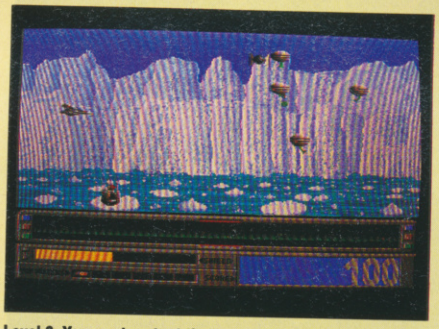
STAR RAY

LOGOTRON defend themselves

EUROPEAN programmers are a funny bunch and no two ways about it. They pour such effort into their graphics, spend so long honing those sound effects and for what? Why, for old coin-op game ideas of course. Hardly had the fad for continental *Break Out* clones subsided when this German-sourced *Defender* variant appeared.

We all know the general idea, but for the record it goes as follows: you fly your fighter over the surface of a horizontally scrolling planet, defending its installations from alien attack. Using rapid changes of direction and a fairly lethal laser cannon, you have to blast the assorted alien craft to pieces without crashing into them or their bullets. Destroy each wave of aliens and you get another, tougher one: clear three waves and you move onto the next stage and a new, meaner planet.

The game's not *Defender* through, and through – there's a shield rather than a number of lives, and dead aliens sometimes leave bonuses you can collect – but those differences are fairly superficial. More importantly, the aliens destroy your installations in situ rather than carrying them off, and it's game over if they all get trashed. This increases the urgency of the mission, and means that some *Defender* tactics don't work at all.



Level 3. You must protect that ground installation. Shoot the landers but not the satellite they're clustered around or it will jam your scanners temporarily.

Different features on each of the game's planets help keep your interest, and the impressive graphics – complete with a very fetching parallax scroll – will certainly turn a few heads, but at heart this is a very old game concept. Long on addictiveness, short on originality, it's one for shoot-em-up freaks only – but isn't that most of us?

● Andy Wilton

AMIGA VERSION

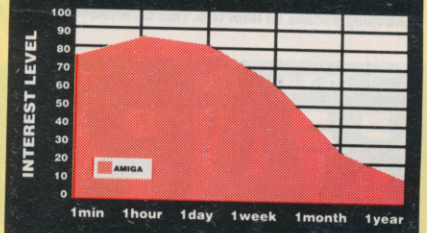
The backgrounds, effects and sprites all make terrific use of the Amiga's graphic capabilities. Unfortunately those oh-so-detailed backdrops can make it a bit tough to spot stationary nasties at times, but that's not too serious a problem.

GRAPHICS	8	IQ FACTOR	1
AUDIO	7	FUN FACTOR	6

ACE RATING 689

RELEASE BOX		
AMIGA	£24.95dk	OUT NOW
ATARI ST	£24.95dk	IMMINENT
C64/128	£14.95dk	OCT '88
IBM PC	Under consideration	

PREDICTED INTEREST CURVE



Derivative, certainly, but compulsive too – till you tire of its shallowness.

THE GAMES ~ WINTER EDITION

EPYX get competitive

HOW would you fancy hurtling down some ice at a terrific rate of knots, sat on something not far removed from a tea-tray? Well, if you never get the chance to chance your arm, and leg and pelvis etc, on a Luge in real life, Epyx offer you the chance to experience the computer simulation.

C64 VERSION

The animation for each event's superb. Some of the events are harder than others but even then it doesn't take too long to master the tough ones. Good, but un-original, fun.

GRAPHICS	7	IQ FACTOR	1
AUDIO	6	FUN FACTOR	8

ACE RATING 653

RELEASE BOX		
C64/128	£9.99cs • £14.99dk	OUT NOW
SPEC	£8.99cs • £12.99dk	IMMINENT
AMS	£9.99cs • £14.99dk	IMMINENT
ATARI ST	£19.99dk	IMMINENT
AMIGA	£24.99dk	IMMINENT

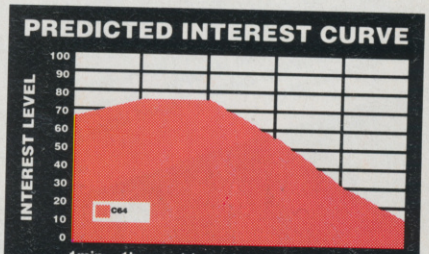
Although most of the world's attention is on the Olympics in Seoul, Epyx's latest release is a collection of seven events from the Winter Olympics. The event line up now follows. The luge, which makes normal bobsleighing look like a sunday joy-ride. Figure skating, which gives you the chance to choreograph a series of moves to music before you try and execute the routine. Speed skating, where you have to rythmically waggle the joystick to gain the maximum speed. Downhill skiing, which gives you a skier's eye view of the gates that come hurtling toward you. Slalom skiing – it may not be as fast as downhill, but your control will need to be much more precise. Ski jumping's – not the U.K's strongest event, but if you're good enough on the simulation you can out-jump the competition and grab that gold medal. Cross country skiing's the final event and is another rythmic waggler.

Each event can be selected individually so the player can practise it before competing and there's also the option to compete in either some or all the events. *The Games – Winter Edition* has little that's original to offer, but it's well put together and is fun to play.

● Andy Smith

Preparing to make your run on the luge. Just think, people do this for real!

PREDICTED INTEREST CURVE



It doesn't take long to master the events.

Controlling Mariana on level two. That carnivourous beast's tough to deal with and you can't survive too many maulings.

RELEASE BOX		
C64/128	£9.99cs • £12.99dk	OUT NOW
SPEC	£9.99cs • £14.99dk	IMMINENT
AMS	£9.99cs • £14.99dk	IMMINENT
ATARI ST	£19.99dk	IMMINENT
AMIGA	£19.99dk	IMMINENT

BARBARIAN II

PALACE come out for the 2nd round

DRAX is back. Having fled to his dungeons after being defeated in the first game (all too easily). He's now sworn to wreak havoc on the lands of the Jewelled Kingdom and it's down to you to see he doesn't manage it.

In *Barbarian II* you get the chance to play either the warrior or Princess Mariana, who you rescued in the first game. There's no actual difference in gameplay, so your choice of character is influenced purely by whether you'd like to see a woman or a man hacking through the nasties.

As with most beat-em-ups, you've got a variety of moves at your disposal, including the infamous 'flying neck chop'. Basically, aggressive moves are effected by moving the joystick while you keep the fire button pressed. Non-aggressive moves usually just require the player to move the joystick in a certain direction.

Right at the start of the game, and already your foes are proving to be snappy!

The game has four levels, and instead of fighting the same warriors time after time, there are now a multitude of nasties to deal with. These come in two main sizes – small enemies that are about waist height, and large enemies that can tower over you. Plus you do get the occasional flying or crawling nasty.

The creatures you meet depend on which level you happen to be on. The first level, which is a maze of some 28 screens connected by caves, puts you up against such nasties as mutant (rubber?) chickens, and cavemen. The second level, again a maze, throws orcs, crabs and various other beasties at you. The third level – set in the actual dungeons – gives you huge jailers and the like to contend with. The final level gives you a mere three nasties (including Drax) to defeat, but unless you've collected some of the special items that were to be found lying around on the earlier levels, you're gonna find life very tough.

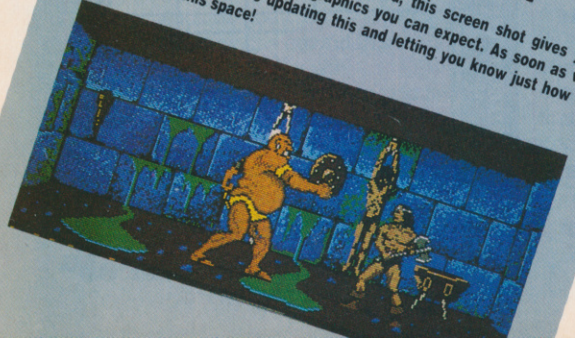
These extras include such things as the Jewel, which enables you to pass the first of the three nasties on the final level with little difficulty, the Axe, which increases your strength, and the shield, which guards against instant death from the second of the final nasties. Picking up these objects is easy enough, since you simply have to walk over them. The same goes for extra lives, which are represented by skulls lying on the ground – once you've got them you hang onto them until you've lost all your lives. Thankfully, even when you have lost your last life, you restart from the current level.

Barbarian II's certainly an improvement on the first game, which proved to be far too easy to complete. You're going to have to adopt different tactics to defeat each of the various monsters (some of whom are very, very vicious) which means you'll be playing this for a long time to come. The beat-em-up genre may be a bit long in the tooth nowadays, but if you're a fan you'll like the variety offered in *Barbarian II*.

● Andy Smith

THE ST VERSION

Though the ST version's not yet finished, this screen shot gives you some idea of the standard of graphics you can expect. As soon as we get the chance we'll be updating this and letting you know just how it plays. Watch this space!



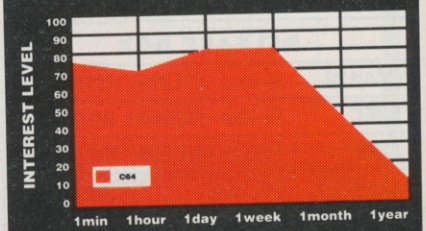
C64 VERSION

The graphics and sound are good, but the gameplay can be a little tricky until you get used to what moves are available to you. Until you work out some winning tactics, you'll find it frustrating being killed off so easily.

GRAPHICS	8	IQ FACTOR	1
AUDIO	7	FUN FACTOR	8

ACE RATING 754

PREDICTED INTEREST CURVE



Good hacking fun – once you've learnt the moves.

SUPER HANG-ON

UPDATE SPECIAL

ATARI ST ● Electric Dreams £19.99dk

FOUR wheels have been all the rage lately, but now two-wheeled ST tearaways can get to grips with the turbocharged excitement that's been burning up the 8-bits for nine months. The game is very similar to *Out Run* in concept – racing stages that have to be completed within a time limit. So who's best on the ST?

Here you've got 48 stages split into four different continents. Africa is the shortest, made up of only six stages, but even that will prove a tough challenge. Each course is packed with bends and lined with obstacles. Straying off the edge of the road and into an obstacle will result in a bone jarring crash.

Keeping the bike on the track is tricky, and complicated by the other riders. They travel pretty fast and will try to maintain the best racing line. That means they get in your way a lot, slowing you down and occasionally bumping you off the road.

Blasting past on the outside of the bend as the billboard looks on.

The time's about to run out on stage 8 in America and there's no sign of the checkpoint.

You'll manage to get through a few stages quite quickly, but the time limits get tough and to complete courses you'll need to optimise performance on the early stages. Use of the nitro is also crucial. You can only use it when you hit top speed, but it really cuts the stage time down. Control then becomes the main problem because it's all too easy to come off at a corner.

In terms of a lasting challenge it's better than *Out Run*, although there's less variety in the routes you travel. Two-wheeled action at its best.

● Bob Wade

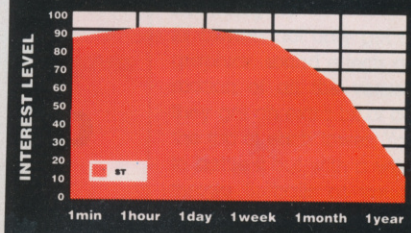
ATARI ST VERSION

The big difference apart from the obviously improved graphics, is in the mouse control. The bike is much more responsive to the mouse than the joystick, providing realistic, fast handling.

GRAPHICS	7	IQ FACTOR	2
AUDIO	6	FUN FACTOR	9

ACE RATING 892

PREDICTED INTEREST CURVE



Two wheels give you more of a long-term challenge than four.

ZYNAPS

UPDATE SPECIAL

ATARI ST ● Hewson £19.99dk

BACK in 1987 this was a big hit on the 8-bit machines. There isn't the same quantity of horizontal scrolling shoot-em-ups on the ST – although there have been a lot of vertical ones.

It's a simple enough concept to grasp – blast your way through hordes of alien craft and then deal with the end of level guardians. The alien waves vary in type and behaviour. They also appear in random patterns, so you can't 'learn' how to complete a level – it's hard work all the way.

The ship's on the left of the screen with a weapon upgrade star in front of it.

While battling the aliens you'll have to avoid the scenery as well. At times it forces you into narrow corridors where avoiding the aliens and their missiles is very difficult.

You can enhance your speed and firepower by destroying waves of aliens and collecting the star that's left. Getting the extra weapons is essential for long-term survival and being able to destroy the guardians.

Apart from the waves of flying aliens you'll encounter ground installations that fire homing missiles. On level two there's an asteroid storm to deal with as well.

There's nothing very original about this, but then there wasn't about the 8-bit versions either. It's a difficult shoot-em-up that will cause plenty of frustration and a challenge for months ahead.

● Bob Wade

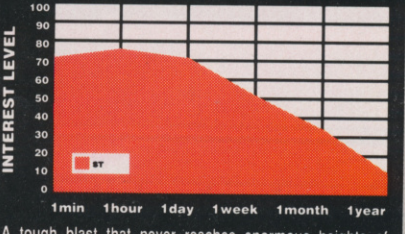
ATARI ST VERSION

There's some nice scenery graphics and adequate sound effects. The gameplay matches up well to the 8-bit versions but doesn't have anything new to offer.

GRAPHICS	6	IQ FACTOR	2
AUDIO	6	FUN FACTOR	7

ACE RATING 642

PREDICTED INTEREST CURVE



A tough blast that never reaches enormous heights of addiction.

TRIAD - A NEW FORCE IN THE 16 BIT MARKET PLACE

THE FOLLOW UP TO FOOTBALL DIRECTOR

FD II

FOOTBALL DIRECTOR 2 IS 170K OF PURE STRATEGY. 4 X THE SIZE OF A NORMAL 48K GAME

WARNING ONLY FOR THE SPECTRUM 128k, +2 AND +3, ATARI ST, AMIGA, IBM PC, AMSTRAD DISK

DISC OR TAPE £19.99

AVAILABLE FROM ALL LEADING RETAILERS

FEATURES INCLUDE

TRANSFER REQUESTS
2-3 POINTS FOR A WIN
SEE ALL CUP ROUNDS
NON LEAGUES
CUP FIXTURE LIST
3 SCOUTS / EXTRA TIME
7 YOUTH PLAYERS
CONTRACT LENGTH
WAGES P/W
SIGNING ON FEE'S
CHANGE CLUB
PLAYERS AGES
*GOALSCORERS / LEAGUE
CHANGE PLAYERS POS
EUROPEAN OFFERS
*BONUS PAY
*INSURANCE / FORMATION
BUILD STANDS
ALTER TICKET PRICES

ATTENDANCE
TEAM SHIRTS
LOAN PLAYERS
TRANSFER LIST
CLUB LOTTERY
POLICE BILLS
DIRECTORS
*TAX REBATE
SEE ALL FOUR DIV'S
*HISTORY PAGE
REPAY BANK
TEAM MORAL
SACK PLAYERS
SEE POSTPONEMENTS
MANAGER OF THE MONTH
POOLS PANEL
VAT RETURNS
VOTE OF CONFIDENCE
INJURY TIME

STAFF RETIREMENT
FOUR LEAGUES
20 TEAMS EACH
38 GAME SEASON
HOME & AWAY
FA / LEAGUE CUPS
REPLAYS / INJURIES
EUROPEAN CUP
U.E.F.A. CUP
CUP WINNERS CUP
2 LEGS / PENALTIES
AGREGGATE / PLAYERS
MORAL / SKILL
FIELD POSITION
SCORED / CONCEDED
PLAYED / COACH
PHYSIO / 3 LEVELS
FIXTURE LIST
P.W.L.D.F.A. PTS

*EXTRA TRAINING
SUBSTITUTIONS
SENDING OFFS
MIDWEEK GAMES
FREE TRANSFERS
SELL & BUY SHARES
RETIREMENTS
INTERNATIONALS
EURO TOURS
MANAGER RATING
*PRINTER OPTION
8 RESERVES
PROMOTION
RELEGATION
WEEKLY NEWS
BORROWING
MORTGAGE
SAVE GAME
INTEREST / TAX

SPONSOR / SACKINGS
FULL RESULTS
SEASON TICKETS
*T.V. CAMERAS
CROWD VIOLENCE
APPROACHES
TESTIMONIALS
WEEKS PROFITS
NAME / TEAM EDITOR
L.M.T.G. COUNTER
LEAGUE TITLES

+ MUCH MORE

* FEATURES NOT ON THE +2 (TAPE)

MASTERS OF STRATEGY

SPECTRUM SCREENSHOTS

TO OBTAIN A FREE CATALOGUE OF ALL OUR STRATEGY GAMES JUST ENCLOSE A LARGE S.A.E.

OTHER GAMES STILL AVAILABLE BY MAIL ORDER

FOOTBALL DIRECTOR(48K)	▭	⬭	▮	▲		£9.99
WEMBLEY GREYHOUNDS	▭	⬭				£7.99
INTERNATIONAL MANAGER	▭	⬭		▲	▼	£7.99
2 PLAYER SUPER LEAGUE	▭	⬭				£7.99
RECORDS FILE	▭	⬭	▮			£3.99

SPECTRUM 48K ▭ SPECTRUM 128K ⬭ COMMODORE 64 ▮
AMSTRAD CPC 464 ▲ AMSTRAD CPC 6128 ▼

PLAYING TIPS FOR ALL OUR GAMES £1.00

Cheque/P.O. made out to D & H Games plus a large S.A.E. with 25p stamp attached. Please state clearly which game or games you require & for which computer. Also write your name & address on the reverse side of any cheques. Overseas orders please include £1.50 Postage & Packaging.

D&H GAMES

DEPTAC, 19 Melne Road, Stevenage, Herts SG2 8LL ENGLAND

☎ (0438) 728042

CONTACT: MANAGING DIRECTOR MR J. DE SALIS

SCREEN TEST UPDATES

AMIGA

CARRIER COMMAND

Rainbird 24.95dk
Atari ST version reviewed issue 9 - ACE rating 927

Carrier Command is a great blend of arcade and strategy action. The graphics are superb, but there's no noticeable difference between the graphics on the Amiga and the graphics on the ST. Sound is much better on the Amiga however. If you like to do a little thinking as well as shooting everything in sight, or you like a spot of blasting to break up all that strategic planning, *Carrier Command* could well be just your sort of game.

● ACE RATING 927

AMSTRAD

ACTION FORCE

Virgin 8.95cs 14.95dk
C64 Version reviewed issue 4 - Ace rating 543

In this game of the toy, you're piloting the Dragonfly helicopter and trying to protect your buddy who's rumbling along in his C5-like buggy. The graphics are o.k. and the scrolling etc is fast, but the game's dull to play and it doesn't take long for your interest to wear off.

● ACE RATING 289

GUNSHIP

Microprose 14.95cs 19.95dk
PC version reviewed issue 4 - ACE rating 902

The all-American bomb 'n' blast helicopter sim makes it onto the CPC in style. Almost everything's there except the medal presentations. The graphics are great, the action's manic at times ,and all things considered, the game's probably the best helicopter combat simulator available for the Amstrad.

● ACE RATING 889

ATARI ST

MICKEY MOUSE

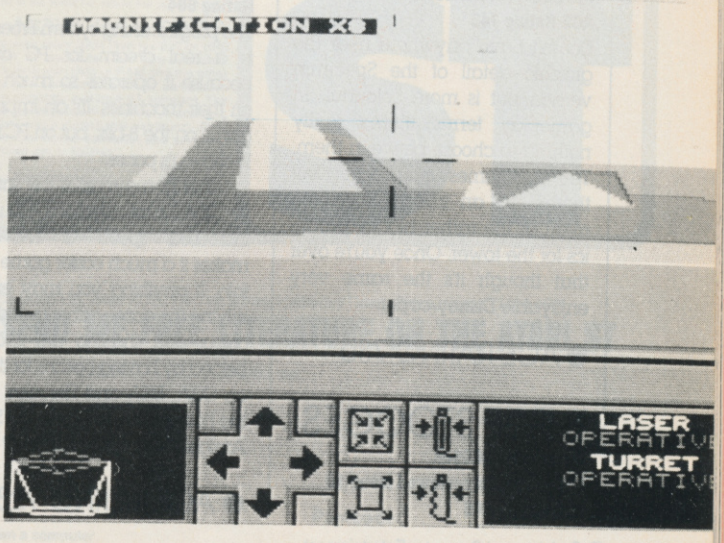
Gremlin £19.99dk
Spectrum version reviewed issue 11 - ACE Rating 743

ST owners not only get the best graphics, sound effects and animation of all the versions, but they get an extra bit of action at the top of each tower. You have to battle it out with a witch who throws fireballs at you, before moving on to the next tower. Lose and you'll have to complete the tower again. It makes the game a bit tougher to get through and combined with the improved graphics it's certainly a better game.

●ACE RATING 790

REVENGE OF DOH

Imagine £19.95dk
Amstrad version reviewed issue 8 -



ACE Rating 749
Spectrum version reviewed issue 8 - ACE Rating 671

Breakout freaks can immerse themselves in hordes of bricks and bouncing balls again. This is a faithful conversion that adds in features that the 8-bit versions missed out. The number of balls you get when picking up divide capsules is enormous. The aliens too come in various forms like bouncing balls and spinning spheres that split into three. The ball movement is a trifle jerky – mainly because it moves so fast. Doesn't add much to the *Breakout* theme, but it's hard.

● ACE RATING 788

C64

BARBARIAN

Psygnosis/Melbourne House £9.99cs £14.99dk
ST version reviewed issue 1 - ACE rating 725

This icon-driven arcade-style adventure was stunning to look at on the 16-bit machines a year ago, but it suffered then from poor control. The C64 version of the game is better to control (given the lack of mouse), but once you take the nice graphics away, the game really shows itself as being a very mundane (and not hard to complete) piece of trial and error arcade adventuring.

● ACE RATING 544

MICKEY MOUSE

Gremlin £9.99cs £14.99dk
Spectrum version reviewed issue 11 - ACE Rating 743

Doesn't have anywhere near the graphic detail of the Spectrum version but is more colourful. In gameplay terms there's really nothing to choose between them. The sub-games look better but there's still an initial disappointment at the rather blocky graphics for the tower. Once you're over that though it's the same very enjoyable Disney caper.

● ACE RATING 730

THREE STOOGES

Mirrorsoft £14.99dk
Amiga version reviewed issue 10 ACE Rating 695

The Amiga version was a bit short on gameplay and there's not much difference between the two on those terms. The digitised speech is still there and as funny as ever, but the graphics have lost detail and hence the full enjoyment of some of the animation. The sequences play slightly differently, noticeably in the hospital, but are exactly the same in nature. The stooges is still funny on the C64 but hasn't gained much lasting interest. Completing it isn't easy though and fans of the stooges will love it.

● ACE RATING 695

PC

DESERT RATS

CCS 19.95dk

This one or two player wargame simulates the war in N. Africa between December 1940 and December 1942. There are eight scenarios in the game including an option that allows you to fight the whole campaign. The graphics are nothing special and neither is the sound, but the game plays well (if a little slowly) and if you're after a good, playable but tough wargame, you won't go far wrong.

● ACE RATING 835

DARK SIDE

Incentive £19.95dk
Amstrad version reviewed issue 11 - ACE Rating 915
Spectrum version reviewed issue 11 - ACE Rating 904
C64 version reviewed issue 12 - ACE Rating 904

The programming system Freescape is a real dream for PC owners because it operates so much faster on their machines. It's an impressive game on the 8-bits, but on PC it really shows its paces.

The game map is the same as for the 8-bit versions, but the increased speed of movement makes it a much easier game to get into. If anything you may end up solving the game rather quickly. The colour and shading are excellent, helped by having options for it to run on CGA, EGA and Hercules. By far the best version yet – can the ST and Amiga ones improve upon it?

● ACE RATING 923

SPECTRUM

ROADBLASTERS

US Gold £8.99cs £12.99dk
C64 version reviewed issue 12 - ACE Rating 654

If anything the gameplay is better on this version because the car is more manoeuverable about the road. It doesn't just stick in one lane when going round corners if you don't turn, however it still doesn't drive naturally. The extra weapons are also more useable and can be carried over between stages if you haven't used them up.

The graphics are virtually vectors, with little filling in. This means the speed is kept up but there's not much in the way of colour. It's probably a bit tougher than the C64 version, but it's none the worse for that. Spectrum *Out Run* owners will be relieved to know this is a much better conversion than that was. Coin-op blasters should be satisfied.

● ACE RATING 688

VIRUS

Firebird £7.95cs £12.95dk
Atari ST version reviewed issue 11 - ACE Rating 981

Converting a game that was developed on the Acorn Archimedes sounds like an impossibility, but that's what they've tried to do. All the features are here: hoverplane, seeders, mutants, fighters, pests, trees, rolling landscape. However, the hard part is getting the control of the hoverplane right, to make it as responsive as in its Archie and ST versions.

Sadly they haven't quite managed to pull it off. It's a valiant effort and Spectrum owners should still take a look at it because there's nothing else quite like it for them.

The ship control is much more awkward without a twin-button mouse, so getting familiar with them will take longer. Anybody who's played *Virus* on the ST is bound to be disappointed, but this stretches a Spectrum about as far as it can go in this direction. A nice try but no cigar.

● ACE RATING 631

BEWARE

THE EMPTY SHELF

Don't run the risk of missing a copy of A.C.E. With many newsagents selling out fast, you should guarantee yourself a monthly copy, either by subscribing or by handing your newsagent the completed form below.

Dear Newsagent

Please order me a monthly copy of Advanced Computer Entertainment magazine (A.C.E.).

Name _____

Address _____

_____

Telephone _____

Note to newsagents. ACE is distributed by SM Distribution (Telephone 01-274 8611). It is published the first Thursday of the month prior to cover date, priced £1.50.

NEW LOW PRICE ST!

FROM ONLY
£2·51 PER WEEK
RETURN COUPON FOR DETAILS

ONLY FROM SILICA

Finally, there's a personal computer that not only solves problems like other computers, but also solves the one problem that other computers have created. Affordability. Silica Shop are pleased to present the ST range of personal/business computers from Atari. The ST was designed utilizing the most recent breakthroughs in semiconductor technology, producing a personal computer that performs tasks with fewer parts. Which means it costs less to make. And less to buy. The latest ST computers now include built in power supplies and built in disk drives. The TOS operating system and GEM window environment are now on ROM chips which are already installed in the ST keyboard. This enables automatic instant booting when you switch on. Silica Shop are pleased to offer the complete Atari ST range. Our mail order department is situated in Sidcup and we have 3 retail outlets at Sidcup, Lion House (Tottenham Court Rd) and Selfridges (Oxford Street). We have eight years experience of Atari products, longer than any other UK company, and are well established as the UK's No.1 Atari specialist. With a group turnover of over £9 million and in excess of 80 staff, we offer you unbeatable service and support. We provide several facilities which you will find invaluable during your Atari computing life and most of these facilities are available **ONLY FROM SILICA**. We suggest that you read through what we have to offer, before you decide where to purchase your Atari ST.

FREE STARTER KIT - Only From Silica

When you purchase any Atari ST keyboard, you will not only receive the best value for money computer on the market, but you will also receive the following from Atari Corporation as part of the package:

** BASIC Language Disk * BASIC Manual * ST Owners Manual * TOS/GEM on ROM*

If you buy your ST from Silica Shop, you will also receive:

** NEOchrome Sampler - colour graphics program * 1st Word - Word Processor*

In addition, we at Silica would like to see you get off to a flying start with your new computer, so we have put together a special **ST STARTER KIT** worth over £100, which we are giving away **FREE OF CHARGE** with every ST computer purchased at our normal retail prices. This kit is available **ONLY FROM SILICA** and is aimed at providing users with a valuable introduction to the world of computing. We are continually upgrading the ST Starter Kit, which contains public domain and other licensed software, as well as books, magazines and accessories all relevant to ST computing. Return the coupon below for full details.

DEDICATED SERVICING - Only From Silica

At Silica Shop, we have a dedicated service department of seven full time Atari trained technical staff. This team is totally dedicated to servicing Atari computer products. Their accumulated knowledge, skill and experience makes them second to none in their field. You can be sure that any work carried out by them is of the highest standard. A standard of servicing which we believe you will find **ONLY FROM SILICA**. In addition to providing full servicing facilities for Atari ST computers (both in and out of warranty), our team is also able to offer memory and modulator upgrades to ST computers.

1Mb RAM UPGRADE: Our upgrade on the standard Atari 520ST-M or 520ST-FM keyboard will increase the memory from 512K to a massive 1024K. It has a full 1 year warranty and is available from Silica at an additional retail price of only £86.96 (+VAT = £100).

TV MODULATOR UPGRADE: Silica can upgrade the 1040ST-F to include a TV modulator so that you can then use it with your TV set. This is an internal upgrade and does not involve any untidy external boxes. A cable to connect your ST to any domestic TV is included in the price of the upgrade which is only £49 (inc VAT). The upgrade is also available for early 520ST computers at the same price.

THE FULL STOCK RANGE - Only From Silica

We aim to keep stocks of all Atari related products and our warehouse carries a stock of over £½ million. We import many software titles direct from the USA and you will find that we have new releases in advance of many of our competitors. Unlike dealers who may only stock selected titles, we have the full range. In addition, we carry a complete line of all books which have been written about the Atari ST. A range as wide as ours is something you will find is available **ONLY FROM SILICA.**

AFTER SALES SUPPORT - Only From Silica

Rest assured that when you buy your ST from Silica Shop, you will be fully supported. Our free mailings give news of releases and developments. This will help to keep you up to date with new software releases as well as what's happening in the Atari market. And in addition, our sales staff are at the end of a telephone line to service all of your Atari requirements. If you purchase an ST from Silica and would like any technical advice, we have a full time technical support team to help you get the best from your computer. Because we have both the staff and the systems specifically dedicated to providing after sales service on Atari ST computers, we are confident that our users enjoy an exceptionally high level of support. This can be received **ONLY FROM SILICA**.

FREE CATALOGUES - Only From Silica

At Silica Shop, we recognise that serious users require an in-depth information service, which is why we mail free newsletters and price lists to our ST owners. These are up to 48 pages long and are crammed with technical details as well as special offers and product descriptions. If you have already purchased an ST and would like to have your name added to our mailing list, please complete the coupon & return it to us. This information service is available **ONLY FROM SILICA**.

FREE OVERNIGHT DELIVERY - From Silica

Most orders are processed through our computer within 24 hours of receiving them. Most hardware orders are sent by the overnight GROUP 4 courier service FREE OF CHARGE to customers within the UK. This method helps to ensure minimum delay and maximum protection.

PRICE MATCH - Only From Silica

We hope that the combination of our low prices, FREE UK delivery service, FREE Starter Kit and FREE after sales support, will be enough to make you buy your Atari equipment from Silica Shop. If however, there is something you wish to purchase, and you find one of our competitors offering it at a lower price, then please contact our sales department, providing us with our competitor's name, address and telephone number. If our competitor has the goods in stock, we will normally match the offer (on a 'same product - same price' basis) and still provide you with our normal free delivery. We realise that we are not the only company who will match a competitor's price. However, if you come to us for a price match, you will also be entitled to our after sales service, including free newsletters and technical support. This makes our price match promise rather special, something you will receive **ONLY FROM SILICA**. We don't want you to go anywhere else for your Atari products. So shop at Silica, the UK's No1 Atari Specialist.

SIDCUP (& Mail Order) **01-309 1111**
1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX

LONDON **01-580 4839**
Lion House (1st floor), 227 Tottenham Court Rd, London, W1P OHX

LONDON ..... **01-629 1234 ext 3914**
Selfridges (1st floor), Oxford Street, London, W1A 1AB

£260 +VAT=£299

SO MUCH FOR SO LITTLE!

There is nothing that can compare with the incredible value for money offered by Atari's 520ST-FM. For only £260 (+VAT=£299), you can purchase a powerful 512K RAM computer, with a 95 key keyboard (including numeric keypad), MIDI interface, GEM, a palette of 512 colours, mouse controller, and a 512K built-in disk drive. The 520ST-FM has a TV modulator built-in, and comes with a lead to allow you to plug it straight into any domestic colour television set. The mains transformer is also built-in to the keyboard, so there are no messy external boxes. You couldn't wish for a more compact, powerful and stylish unit. Atari ST computers are now firmly established in the UK, there are nearly 500 software titles already available for a wide variety of applications and the list is growing all the time. And that's not all. When you buy your new 520ST-FM (or any Atari ST computer) from Silica Shop, you will get a lot more, including a FREE Silica ST Starter Kit worth over £100. Read the ONLY FROM SILICA section on the left, to see why you should buy your new high power, low price 520ST-FM from Silica Shop, the UK's No1 Atari Specialists. For further details of the range of Atari ST computers and the FREE Silica ST Starter Kit, complete and return the reply coupon below.

ATARI 520ST-FM NOW ONLY £260 (+VAT=£299)
520ST-FM with 512K RAM & mono monitor £399 (inc VAT) **Upgrade from 512K RAM to 1024K RAM £100** (inc VAT)

ATARI 1040ST-F - NEW PRICE

We are pleased to announce a new reduced price point on the 1040ST-F which is now available for only £499 (inc VAT). The 1040 is a powerful computer with 1Mb of RAM and also includes a built-in 1Mb double sided 3½" disk drive. The 1040 has been designed for use on business and professional applications most of which require a high resolution monochrome or colour monitor. It does not therefore have an RF modulator for use with a domestic TV set. Modulators can be fitted for £49 (inc VAT).

1040ST-F Keyboard Without Monitor ..... £499 (inc VAT)
1040ST-F Keyboard + High Res SM125 Mono Monitor ..... £599 (inc VAT)

If you would like further details of the 1040ST-F, return the coupon below.

MEGA ST's NOW IN STOCK

For the user who requires even more RAM than the 520 or 1040 ST's offer, the new MEGA ST computers are now available. There are two MEGA ST's, one with 2Mb of RAM and the other with a massive 4Mb. Both new computers are fully compatible with existing ST's and run currently available ST software. The MEGA ST's are styled as an expandable Central Processing Unit with open architecture and a detachable keyboard. They are supplied with GEM, a free mouse controller and all extras as with the 520 or 1040. Prices are as follows:

MEGA ST 2Mb Keyboard + CPU ..... £899 (inc VAT)
MEGA ST 2Mb Keyboard + CPU + SM125 Mono Monitor ..... £999 (inc VAT)
MEGA ST 4Mb Keyboard + CPU ..... £1199 (inc VAT)
MEGA ST 4Mb Keyboard + CPU + SM125 Mono Monitor ..... £1299 (inc VAT)

If you would like further details of the MEGA ST's, return the coupon below.

ATARI ST

To: Silica Shop Ltd, Dept ACE, 1-4 The Mews, Hatherley Road, Sidcup, Kent. DA14 4DX

PLEASE SEND ME FREE LITERATURE ON THE ATARI ST

Mr/Mrs/Ms: ..... **Initials:** ..... **Surname:** .....

Address: .....

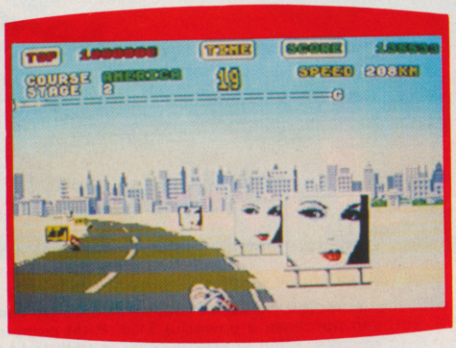
.....

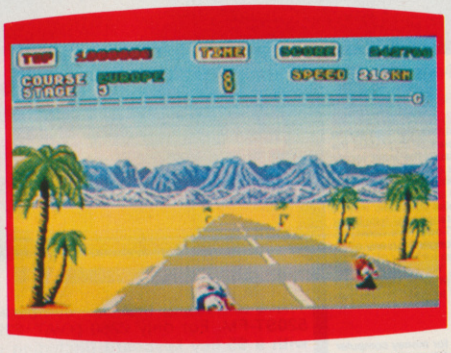
.....

..... **Postcode:** .....

Do you already own a computer
If so, which one do you own? .....

'HANG ON IN THERE....'





ATARI ST screen shots shown.

COLOUR MONITOR REQUIRED

Bursting on to your home screen with dazzling graphics and pulse-pounding gameplay it's **Super Hang-On,** the greatest ever motorcycle race-game!

'The Best racing game you've ever played' – and you'd better believe it!

With **4** soundtracks, **4** skill levels and **18** thrilling stages, you can burn rubber at speeds in excess of **320 kph – or can you?** Find out but **WATCH OUT** – at speeds like these, you've gotta stay **cool** to stay **hot!**

TEAM PEPSI SUZUKI

1988 500cc WORLD MOTORCYCLE RACING CHAMPIONSHIP

ST ACTION . . .

"The definitive racing game ever for the ST"

SEGA®

ELECTRIC DREAMS SOFTWARE

TM & © 1987 SEGA ENTERPRISES INC. (USA)
All rights reserved

Electric Dreams Software
Authorised user.

VISA AMERICAN EXPRESS

Mail Order: Mediagenic, Activision House, 23 Pond Street, Hampstead, London NW3 2PN.
Consumer Enquiries: 01-431 1101. Technical Support: 0703 229694.

SUPER HANG-ON

ELECTRIC DREAMS SOFTWARE

Atari ST: **£19.99**
Also available on
C 64 cassette: **£9.99**
C 64 disk: **£14.99**
Amstrad cassette: **£9.99**
Amstrad disk: **£14.99**
Spectrum: **£9.99**

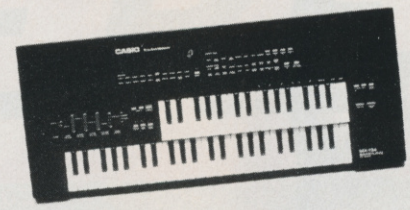
BMF LIVE

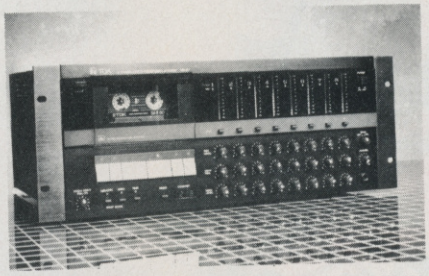
Mark Jenkins reports from the British Music Fair – showcase for all the latest music technology...

Mid July saw the British Music Fair moving its well-established Olympia site to the Wembley Conference centre, which didn't prove much of a problem for the huge numbers of public types who were heading that way anyway to see some new singer chap called Michael Jackson at the nearby Wembley Stadium.

Much of the show was dominated by software rather than hardware, most of it running on the Atari ST, and much of it relatively affordable. So what we're doing here is presenting a quick tour around the BMF, taking a look at the items which would most attract the computer user with a reasonable budget for musical add-ons.

Yamaha, for a start, were launching a pair of new synthesizers which take the well worn concept of FM synthesis and turn it on its head. The **YS100** (£699) and **YS200** (£789) both have a full-size velocity and pressure sensitive keyboard, 100 preset and 100 programmable voices, built-in reverb and delay and RAM card storage, and there's a sequencer on the 200. They're both multi-timbral (capable of playing several sounds at once) and have EXTREMELY PECULIAR styling. Without wishing to be offensive, they look like keyboards designed for the extremely heavy-handed, with huge chunky controls like something out of the '50's. Yamaha's new **C1 Music Computer** – a portable IBM PC compatible with fold-down gas plasma screen, built in SMPTE time code synchronisation, eight MIDI Outs, and built-in 3.5' drives running editiors from Bacchus and a sequencer from Mark Of the Unicorn – is likely to be a big hit when it's introduced at a tad under £2,000 later this year. Go on, sell the house...





Music and MIDI for everyone at the BMF; the Casio PG380 synth/guitar, the new DM-100 dual mini keyboard sampler, and the TOA MR-8T eight -track cassette recorder.

On the keyboard side, Roland were perhaps slightly more on target, having hired a tasty young lady to show off the new **E20**. It's a home keyboard version of the **D20** LA synth, again a multi timbral unit with a built-in sequencer, plus speakers, preset drum patterns with fills and variations, and much more. Also on show – the **D-110** module version, very powerful , the **D10** and D20 (the former without disc drive and sequencer), a new headphone/mike which will be useful for singing while trying to handle your tape recorder or playing at the same time, and the **MT-100** which combines the **MT-32** synth module and the basic pr-100 sequencer.

Casio as usual had five million new mini keyboards called CT-something and MT-wossname – many of them have built in drum pads now, which can sound surprisingly powerful. Also new is the **MX-134** (DM-100 in the UK) which is a sampler with two miniature-size keyboards, auto accompaniment, sample looping and so on. Incidentally, did you know that Hohner are taking many of Casio's synths, painting them white and sticking the Hohner brand on them? Just something to bear in mind if you're making the teeth-grinding decision between a Hohner HS-1 and a Casio FZ-1 (they're the same).

Also new from Casio is the **VZ10**, which is a rackmount version of their recently launched, top of the range, multi-timbral **VZ-1** synth. You can use either version to program new sounds for the utterly brilliant **PG380** synthsizer/guitar, but since that unit won't leave you much change from £900 it's a little out of our league.

Syndromic Music had just about the most impressive software selection at the show, and although they were emphasising a rather expensive system – the ST based ADAP from Hybrid Arts, which is a pro-quality sampling add-on – they had plenty to offer for the beginner. If you want to see your compositions printed out as musical scores, go for **Easy Score Plus 1.1**, a new improved version of their straightforward but powerful package; also on show was an early version of **Ludwig**, a new eight track intelligent composer, and a prototype **EditTrack**, which is a 60-channel sequencer like the existing SMPTETrack and SyncTrack but which doesn't need a hardware output box, a dongle or a key to run.

On the expensive side, we may as well mention Korg's powerful **M1** 'work station' (definitely one of the 'in' words this year) which combines a five-octave keyboard loads of sampled insturment and drum sounds with instant access, a powerful sequencer and effects into a complete composition system; and Lynex, probably the most powerful all- round add-on for the ST which for £1800 offers sixteen voices of high-quality sampling, digital mixing, and the ability to run a sequencer such as Steinberg.

SING-ALONG-A-MIDI

Digigram are a French company marketing two very exciting products through Farfisa in the UK. The MIDIMIC at £199 is a microphone which simultaneously converts any pitch fed to it into a MIDI note command. If you can hum a tune, you can now get it played on a synth or recorded into a MIDI sequencer. The MIDIMIC also has a jack socket to input a guitar or keyboard (although playing more than one note at a time will confuse it) and will work equally happily with flute, sax, trumpet and so on.

MIDIMIC is ideally suited for use with Digigrams's Atari ST Software package called Big Band. Enter a top line melody, for instance from the MIDIMIC, and Big Band will generate a selection of backings – chords, bass lines, arpeggios and so on – ideally played back on a cheap multitimbral module such as the Roland MT-32 or Yamaha FB-01 (now available at only £149 in your local music shop folks!). Some of the arrangements thus produced are obviously a little home organ-like but some of them are quite respectable, and the package certainly provides a quick way into song 'writing'.

FAVOURITE TOY

...at the moment is definitely the Kawai K1M. It's the tiny module version of the K1 synth and comes in at under £400 – it's multi-timbral, uses hybrid sampled/synthesized sounds, is fairly easily edited, and can produce massive split/stacked/multi-layered wodges of sound. The sheer size of Kawai's stand at the BMF probably says something about the amount of orders they've taken on their latest range, which also inclued the Q-80, a disc drive-based sequencer. The K1M is in a rather silly desk-top format at the moment, but a rack-mount version is likely to turn up later in the year.

AFFORDABLE CHEETAH

After all the techno overkill it's good to come back down to earth with Cheetah's MS6 synth module, still only 99.9% finished at the fair but probably in the shops by the time you read this. Six powerful multitimbral analog voices with front panel editing for just £349 – just what the doctor ordered. Cheetah were also showing their affordable drum kit, sequencer, drum machine, mother keyboards and software sequencer, all of which are ideal starters in their fields.

Iconix or C-Lab on the computer at the same time. C-Lab's Notator is now available and adds powerful music-scoring functions to their Creator sequencer but costs around £400 and only works on a 1040, while their **Explorer** is a much more affordable MT-32 editor.

On the recording side, both TOA and TASCAM have launched eight-track recorders using standard cassettes – they're both around £1400 unfortunately, but would be absolutely ideal for straightforward home recording.

And that just about wraps up our look at the British Music Fair. Of course there were loads of guitars, mikes, amps, effects, tape machines and accessories on show, but you can't cover everything; if you'd like an in-depth demo of any of the gear mentioned, nip along to your local dealer and make like you're actually going to spend some MONEY (this handy hint comes to you free, of charge and may save you hours of hopping from one foot to another trying to get served).

SHAMELESS PLUG!

Jenkins' favourite sequencer at the moment is Passport Master Tracks Pro, which only has one major omission – no "All Notes off" or "PANIC!!!" function so you can kill any jammed notes on your connected synths and modules. Also good fun is the cryptically titled "M", also for MCMXCIX, which is a sort of semi-intelligent comp-oser/sequencer/arpeggiator which takes your basic riffs and changes them in strange ways – great for pseudo random Philip Glass fans.

On the subject of Uncle Phil, he's playing the London Coliseum on November 30th with his CRAZEE new science fiction opera "The Making of the Representative For Planet 8" – all those into serious repetitive synth/orchestral minimalism, BE THERE. More details on 01-836-0111 extension 427.

ACE GOES TO FRANCE

Just to show you that there is life on the other side of the Channel, we took a little trip over to La Belle France a while ago to check out a major computer-synthesizer-music show , courtesy of the Yamaha Corporation of Europe. Here's a day-by-day report on the proceedings...

FRIDAY
CLEARLIGHT MESSENGERS LIGHTWAVE

Way back in 1974, Virgin Records, riding high with the success of Mike Oldfield's 'Tubular Bells', released 'Clearlight Symphony' , an instrumental album in a not dissimilar vein by French composer Cyrille Verdeaux.

Verdeaux recently had an illuminating experience when he discovered computers. 'I've just been playing piano for years' , he explained ,'and I've only discovered computers in the last few months. It's been fantastic – I've been using Steinberg software on an ST and have completely re-arranged Clearlight Symphony. I was never very happy with the original recording because we had to do it very quickly, but now I can make sure every note is perfect and take the computer into the studio to record it in just a few hours'.

Verdeaux controlled the computer playing a Roland MT32, Tim Blake played an Emax sampler and made some of the wobbly noises he's so famous for on an old EMS synth, and Christian Boule handled the guitar parts. The performance was pretty faithful to the album, so it wasn't until afterwards that we realised the band had never rehearsed together – living in different parts of France, they'd just swapped cassettes by mail, and Boule played some of the guitar parts from a music score.

Lightwave's main influences are Tangerine Dream and Klaus Schulze. Recent exploits include a live all-night concert on FM radio where the band packed into a studio, a dance troupe wearing headsets performed in front of the Pompidou Centre, and the audience listened to the music on their Walkman headphones. Here they used a Roland MC4 MicroComposer to run a huge set of old analog synth modules, and another Atari ST was used to load new banks of sounds into another MT32 during the set.

SATURDAY
TIM BLAKE
BERND KISTENMACHER

Potted history of Tim Blake. Drops out in London and goes to France. Finds a job

French micro music mania; Spitz with DEGA show, and Wavestar, at France Electronica.

demonstrating the very early EMS synth in Paris, joins hippy band Gong, becomes one of the great MiniMoog players of all time, records loads of albums with Gong, leaves to perform solo with his synth setup dubbed 'Crystal Machine' and one of the first laser shows ever used in concert, records 'Tim Blake and the Crystal Machine' and then 'Blake's New Jerusalem', one of the greatest synth albums of all time. Drops out of the music business in disgust, buys a windmill in western France, not heard of for ten years.

Blake's comeback was pretty successful. The (by now inevitable) Atari ST running Steinberg and Roland MT32 were used to perform pretty MiniMoog and EMS. Then Blake launched into some new stuff, funky, rhythmic but spaces songs with huge brass parts on a pair of Emax sampling keyboards.

Bernd Kistenmacher from Berlin was about the only performer not using a computer on stage over the weekend , preferring to stick with Roland's MC4 MicroComposer (since Tim Blake got a couple of 'Fatal Error' messages and had to reload in the middle of his set, perhaps old Bernd had the right idea). Kistenmacher's a student of aerodynamics who got matey with Tangerine Dream and borrowed a load of their old but impressive-looking synth modules for his performance, which proceeded to go completely out of tune. Shamelessly derivative, Bernd doesn't care who knows that his influences are the Klaus Schulze albums of ten years ago, and that's exactly what we heard performed. Quite fun though...

SUNDAY
SPITZ
WAVESTAR

Technologically the most interesting band on the bill, Spitz were new to me and don't have any albums out yet. Closest point of comparison is the Art of Noise, the duo each using an ST with Steinberg, an Emax rack and two keyboard Emaxes, and various other synth modules.

Huge sequencer files allowed them to play fifteen minutes or so at a time, switching from one computer to the other when necessary and producing huge drum sounds, metallic sequences, sampled voices and much more equal ease.

Winding up proceedings, Wavestar are a duo from Sheffield supplemented by a third keyboard player on stage and sound engineer who gets to do a guest slot on guitar and vocals. The band have an album, 'Moonwind' out on an American label called Audion which deserves wider distribution in the UK, and performed several tracks from that album, plus some new stuff.

Like Lightwave, Wavestar are fans of huge old analog synth systems with lots of flashing lights, but supplement these with sequences on backing tape and with a well-mixed drum machine or two. John Dyson mainly uses older analog synths while Dave Ward-Hunt has the up-to-date Roland D50 and Paul Ward plays a Roland JX8P and an old Roland Vocoder Plus Keyboard for choir sounds.

IN CONCERT: TERRY RILEY

It's not often that a true innovator turns up in the UK, but this was the case when Terry Riley guested with the Electric Symphony Orchestra at London's Sadlers Wells Theatre in July...

Terry Riley, the ESO and computers re-inventing minimalism with 'In C'.

Riley's appearance came courtesy of the Yamaha Corporation of Europe, who have sponsored several of the ESO's recent shows. The ESO itself was formed by conductor Richard Gonski to combine the best of the classical repertoire with the latest modern technology – computers, synthesizers, lasers and graphics used on stage in a way guaranteed to shock the classical establishment.

Past shows have included a Morton Subotnik concert with a whole stack of synth modules controlled by a MacIntosh, the conductor waving a baton in one hand and an Air Drum MIDI controller in the other; a Francis Monkman epic using a DX5 synth and a whole orchestra perched on spinal support chairs; and a wide variety of fairly straight classical pieces using a little selective amplification on the orchestra.

When you take into account that the amplification alone has been enough to give the Fleet Street critics apoplexy, you'll understand why the ESO has been somewhat controversial over the last few months. But Terry Riley's pretty popular with the establishment – he virtually invented, in 1968, the movement known as Minimalism which later spawned Steve Reich and Philip Glass and which has massively influenced artists from Tangerine Dream to David Bowie and the recent Acid House hip-hop artists.

Riley's masterpiece perfomed with the ESO was "In C" , originally released on a CBS album around 45 minutes long. The score consists of 57 short musical phrases, all in the key of C; to the accompaniment of a repeated octave called 'the pulse', each musician plays the phrases in turn, but can play each one as few or as many times as he likes. That means the piece is never the same twice, and can be almost any length from 10 to 11 minutes up to this 75 minute performance and beyond.

Updating the piece involved the addition of synthesizers, keyboards, electric guitar, a Yamaha WX7 Wind Controller and various computers to the original orchestral ensemble of flutes, strings and brass. But oddly enough, the one job ideally suited to the computer – playing the repeated background pulse which occurred about 6,000 times during the course of the piece – was left to poor old Francis Monkman and his DX5 synth, which seemed rather an odd decision.

Riley, cross-legged on the floor, plonked away on a Yamaha digital piano and the whole ensemble was mixed by a pair of DMP7 digital mixers with built-in effects. These were controlled by specially-written software package, and indeed there was a software-based ST sequencer in there somewhere as well, although it wasn't entirely clear which parts it was playing.

The wind controller, patched into a TX802 FM synth module, was like the electric guitar, fairly inaudible, and when the volume did start to build, the venue's small PA didn't cope very well. A laser show which had waved about quite impressively during an earlier Beethoven piece was reduced to small squiggly graphics during Riley's performance, and there was little synchronisation between the music and the visuals.

However, the hypnotic effect of the repetitive elements in the music was hard to resist, even if the 75 minute version did seem a little protracted. Riley's only other London appearance in 25 years of music-making came a couple of years ago when he played some pieces for strangely-tuned piano, so a chance to see for a change some large-scale minimalism (if such a term makes sense) was quite welcome. Next time, though, they'd do better to leave the sound mixing to good old human beings and apply the computers rather more to the business of churning out the music.

NEW DISC PRICES

3½

Lifetime Guaranteed, double sided, double density, 135 TPI, bulk wrapped discs with labels

Quantity	Price
10	£8.99
20	£17.89
25	£22.29
50	£43.99
100	£84.99

5¼

Lifetime Guaranteed, double sided, double density, 48 TPI, bulk wrapped discs with labels

Quantity	Price
10	£3.50
20	£6.50
25	£7.99
50	£15.50
105	£31.00

NEW DISC PACKAGE DEALS

3.5 inch

40 discs + 40 cap. box £39.99
80 discs + 80 cap. box £74.99
120 discs + 120 cap. box £114.99

5.25 inch

50 discs + 50 cap. box £17.99
100 discs + 100 cap. box £34.99
140 discs + 140 cap. box £45.99

LOCKABLE DISC STORAGE BOXES

40 capacity £5.49
80 capacity £7.49
120 capacity £9.99
50 capacity £5.49
100 capacity £7.49
140 capacity £9.49
Plastic Storage Box – holds 10 (state 3.5" or 5.25") 75p

AT LEAST 30% OFF ALL 16 BIT SOFTWARE

ALL PRINTERS NOW WITH FREE BOX OF PAPER

BRANDED DISCS – SONY, TDK, VERBATIM, DYSAN 3.5" DISC
FULLY GUARANTEED MEDIA – BEST PRICES IN UK!

HARDWARE
AT LEAST 10% OFF ALL HARDWARE

COMMODORE AMIGA A500 with 10 discs + mouse mat £369.99
ATARI - NEW 520 STFM Summer Pack Plus 10 Disc + M.mat ... £369.99
EPSON LQ-500 24 pin letter quality printer £349.99
CUMANA 1Mb Disc Drive. State Atari/Amiga + 5 blank discs £109.99
** ALL COMPUTERS WITH VIRUS KILLER DISC! **

P&P Free on all orders over £15, under £15 add 75p P&P (UK only)
Overseas disc orders, add £3 P&P.
All prices include VAT!

Cestrian Software
52, Brook Street
Chester CH1 3DN
Phone 0244 312666
CALLERS WELCOME

UNBEATABLE PRICES

PILGRIM

Ultima V has finally hit the streets – and **what a game!** Great graphics, great gameplay, great **balls of fire!** *Plus...*

- *Mortville Manor*, the game that talks back; is it **state-of-the-art** or **plain drivel**;
- Essential Myth's *Jekyll and Hyde* – double trouble for **split personalities**;
- **More adventure coverage** in our 100 Top Games of the Year feature on pages 68-71, including playing tips!

ULTIMA V

ORIGIN SYSTEMS/MICROPROSE's masterpiece

IT'S here at last. The Pilg has been feeling pretty foolish over the last few months, constantly promising a review of this long-awaited blockbuster, but the long wait's over – and, believe me, it was worth every minute.

Ultima V sticks to the gameplay style established by the earlier games in the series, but shows enormous improvement in terms of graphic detail and depth of interest. If you play it on a PC with an EGA display, you'll probably rate it one of the most attractive programs of the moment, and most other versions promise to be every bit as good.

928 ACE RATED

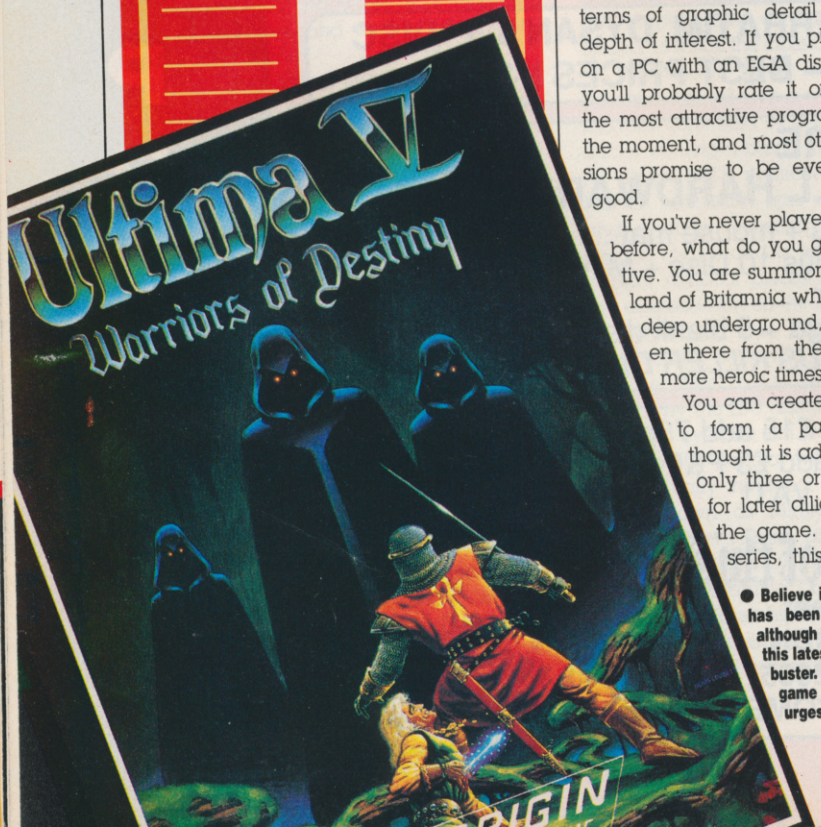
If you've never played this sort of game before, what do you get? First, the objective. You are summoned to the mythical land of Britannia where evil now festers deep underground, having been driven there from the surface in earlier, more heroic times.

You can create up to six members to form a party for the quest, though it is advisable to start with only three or four, leaving room for later alliances made during the game. In the *Bards Tale* series, this is done by 'rolling dice' for the different attributes, but in Ultima you answer a series of questions concerning the character in question. These questions are mostly concerned with matters of morality and behaviour and enable the computer to calculate certain basic attributes for the character concerned.

Once that's done, you enter the game proper. The position of your party is shown on a scrolling map as a single armed figure. Using the movement keys takes your party through forests, marshes, foothills, and all manner of terrain, seeking out villages, towns, castles and suchlike.

Entering a map feature is accomplished by moving your figure over the symbol and then hitting E for Enter. The display then changes to an overhead view of your more immediate surroundings, showing walls, doors, and other computer-controlled characters wandering about.

All commands are given using single letter key presses, though you can enter text following the **Y**ell command (which shouts out your message). You can communicate to a limited extent with characters by using the **T**alk command, which brings up a prompt. Entering keywords such as **job** or **name** can initiate a conversation, which may then be extended by further entry of keyworks taken from the other character's responses. For example, the character says 'My name is Andrew and my father's the blacksmith.' You enter **Blacksmith** and he replies 'My father is called Mario – and he's been arrested. Can



● **Believe it or not, the *Ultima* series has been around since 1979...but although the basic idea is dated, this latest release is a 1990's blockbuster. If you've never played a game like this before, the Pilg urges you to try it.**

MICROPROSE MILESTONE?

***Ultima V* comes close to joining *The Hobbit*, *The Pawn*, and *Valhalla* in the great hall of Adventure Milestones. Check out our Milestones Feature on page 38 for further details.**

The game offers graphic detail of a sort not yet found in a program of this type, and combines it with a reasonable degree of interaction and small measure of role-playing. Together with *Bards Tale III* and *Heroes of the Lance* (to be released soon) it's all part of the fantasy gaming revolution that's making 1988 THE year for adventurers who want big, meaty games that'll keep you playing for weeks on end.

you help me?', at which the point the program may ask for a Yes/No input.

This form of communication, although limited, is vital to success in the game and some interactions can be quite lengthy. You will find yourself recruiting allies, learning passwords and mantras for use in shrines, and being set sub-tasks which, if completed, may earn you treasure, information, or simply goodwill.

Interaction with objects involves all the usual options, such as search, open, get, use, look (i.e. examine) and so on. In addition there are many nice touches – you can actually play that harpsichord over in the corner of the room by moving to it, sitting in the chair, and then hitting the number keys. Other nice touches include getting into bed to sleep, and then being thrown out by the bed's owner at three o'clock in the morning.

Time passes in the game, indicated by the passage of the sun and moon at the top of the screen and the moon even changes phase during the month – an important ingredient of certain magical rites in the game.

Magic is comprehensive with 45 spells, each of which needs a number of ingredients (e.g. garlic and ginseng) to be mixed before becoming available. Most ingredients are available from apothecaries, some have to be gathered. There are eight levels of spells, cast according to the experience level of the character concerned.

Opponents in the game range from hostile human beings to swarms of killer bees and giant squid. Combat is far more complex tactically than in the *Bards Tale* games. The display gives a close-up from overhead of the combat area, with your party in start formation (you can alter this default) and the opposing side at the top of the screen. You issue orders to each character in turn which will be dependent on the weapons they carry, their state of health, their strength, the type of enemy, and so on.

For example, in a battle against six Trolls, you might move those equipped with slings to the front and pepper the opposition with stones while the advance, then move the slingers to either side, where they can continue to attack, and advance the heavy brigade with their swords. As a general rule, it's best to equip weaker characters with long range weapons so they run less risk of getting hurt but remain useful in battle. Most characters (except fighters) have some magical expertise, but you can't mix spell ingredients during battle, so beware!

We've already seen from *Bards Tale III* how engrossing a large-scale game with a party of characters can be. *Ultima* adds greater depth of tactical detail, more interaction with objects and characters, and a more complex overall game-system. It's a winner and no self-respecting Pilgrim should be without a copy. ●

LANDSCAPE	90	SYSTEM	94
CHALLENGE	92	ENCOUNTERS	90

ACE RATING 928

RELEASE BOX		
C64/128	£24.95dk	OCT
AMIGA	£29.95dk	NOV
ATARI ST	£29.95dk	NOV
IBM PC	£29.95dk	OUT NOW

DAZZLING DISPLAYS

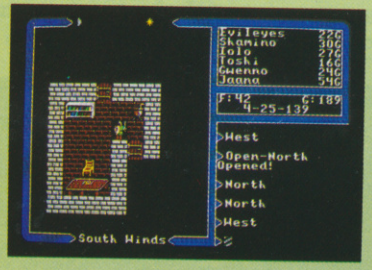
The graphics on the *Ultima* series are built up from lots of small components or 'tiles'. Each tile combines with its fellows to depict various types of terrain or building. In addition, animated sprites are used to display the position of your party and other (usually hostile) characters. Ultima V has more different tiles than ever before, so the graphics are extremely colourful and of tremendous detail.

There are a number of different display modes, but the ones you're liable to encounter most often are the overhead countryside display, the town/village display, and the combat display.

OVERHEAD COUNTRYSIDE DISPLAY

This enables you to move around the countryside, avoid opponents, and locate towns, villages, temples and so on...

Here you're out in the countryside, during daytime. There's a strong degree of realism in the map display of *Ultima* – you can only see as much of the map as you could in real life (unless you employ magic). As night falls, your view becomes increasingly limited. Your speed of travel over the terrain is dependent on the ground your covering. High mountain ranges are completely impassable, foothills and forest slow you down, and water can only be crossed by boat. In this display mode, you will occasionally see animated sprites representing the position of adversaries. You can run in the opposite direction, but they may catch you up. This screenshot is from a CGA PC display – the rest are all from the higher-quality EGA format.



TOWN/VILLAGE DISPLAY

Here your party is in a room in a castle – your view is restricted to your immediate location because, of course, you can't see through the walls! Moving up to objects and people enables you interact with them.

COMBAT DISPLAY

During combat, you see a close up of your party and the enemy. You take it in turns to manoeuvre the individuals of your party and issue orders to them. At the end of each turn, the enemy performs its own manoeuvres. Considerable tactical skill is needed against the stronger opponents.

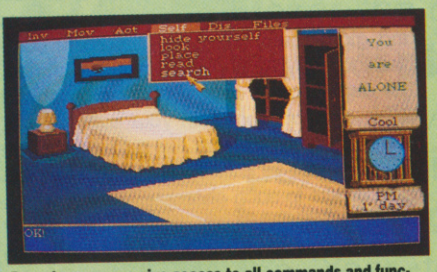
MORTVILLE MANOR

LANKHOR's pretty Franglais puzzler

THIS game has already been out for some time on the ST, but the Pilg avoided reviewing it for one simple, but compelling reason. He couldn't understand it!

That's because the game uses synthesised speech instead of text to respond to your menu-selected commands. Sometimes this speech (on the ST version) was totally unintelligible, and the game was therefore extremely awkward to play.

The Amiga version is certainly an improvement. The game features digitised sound effects of excellent quality as you move around a country mansion searching for clues to the death of a friend. You can use the mouse to single out objects within the graphic display for attention as well as invoke menus with a limited but sufficient range of common adventure commands.



Drop-down menus give access to all commands and functions, including a list of adjacent locations for you to move to.We've just opened the cupboard door on the right.

The main essence of the game comes from your communications with the other characters, whom you must interrogate continually with regard to their circumstances, motives, and history. This is done by pulling down a full-screen selection of subjects from which you choose. The character concerned may or may not answer. As you explore the game, your list of possible subjects for discussion grows.

Nice touches include doors opening on-screen as you open them in the game, excellent graphics, animated head 'n' shoulder images of your companions, and lots of objects to find. Like a number of high-tech adventures, however, this one is slightly short on locations and loses out in complexity of scenario where it gains in complexity of presentation. ●

RELEASE BOX		
ATARI ST	£25.95dk	OUT NOW
AMIGA	£24.95dk	OUT NOW
No other versions planned		

LANDSCAPE	89	SYSTEM	79
CHALLENGE	93	ENCOUNTERS	90

ACE RATING 745

JEKYLL AND HYDE

Are ESSENTIAL MYTH schizophrenic?

GREAT idea for an adventure, this – the hideous exploits of Dr Jekyll who, believing in the dual nature of man, finds himself split into two personalities: himself, and the evil Mr Hyde.

Essential Myth are a small independent adventure programming house who've been going for some time and whose best known game is probably *Book of the Dead* (published by CRL). This latest game was produced using PAW and is an excellent example of what can be done with a good utility and a bit of extra work on the side.

The game loads in three parts, which must be played and solved sequentially. The first part is tough enough as you take dinner with your friends and attempt to bring to fruition the months of research. The second two parts are extremely tough. The puzzles never, however, degenerate into the illogical or the irrational, which endeared the game to the pilg, although he didn't get very far with it in the time available!

An attractive character set, simple illustrations, and an excellent prose style make this an impressive game for such a small company. Any larger companies looking for a source of quality adventure software might consider giving them some support. In the meantime, the title can be ordered from EM at: 54 Church Street, Tewkesbury, Glos, GL20 5RZ. At up to £12.95, it seems just a little on the expensive side to me, but the company insist that 'the pricing structure for the game is justified; the game took 6 months to write and test and due to the limitations of PAW quite a lot of the program had to be programmed outside of the utility.' Hmmm...Well, at least I can say that I had no complaints on grounds of quality! ●

RELEASE BOX		
SPEC 48	£7.95cs	OUT NOW
SPEC 128	£9.95cs • £12.95dk	OUT NOW
ATARI ST	£TBA	OCTOBER
C64/128	£8.95cs	IMMINENT
PCW/CPC	£12.95 (disk only)	IMMINENT

The screen in Jekyll and Hyde looks a little old-fashioned, but don't be fooled. The game's tough and the atmosphere gripping.

LANDSCAPE	58	SYSTEM	65
CHALLENGE	88	ENCOUNTERS	66

ACE RATING 695

INFOCOM GO MAD!

Not nuts, that is, but right over the top with a string of astounding new titles!

The first is *Journey*, a role-playing epic with a party of five characters up against the powers of evil with you in command. The games written by Marc Blank of *Zork* fame and features menu command structure, puzzles, prose, music, and – gasp – graphics! Ooooh, let's hope they get it right! The magic of an Infocom game combined with the involvement of role-playing could be a wonderful combination. They came near it with *Beyond Zork*, but you could go so much further...

Then there's *Shogun*, based on James Clavell's blockbusting novel set in 16th Century Japan and adapted by Dave Lebling, another veteran Infocom games designer.

Finally, you've got *Zork Zero* – a 200+ location mega-quest with 'more puzzles than the original *Zork* series put together'. Written by Steve Meretsky of *Leather Goddesses* fame, the adventure sounds like a mad frenzy of lunacy as you explore the early days and by-ways of the Great Underground Empire. The company also say it will have 'graphical puzzles'. Well, we've been expecting this for some time now. Wonder what the reality will be like...

What's good about this announcement is that there's something for everybody. It looks as if, after messing around with different formats, Infocom are going to stick to the subject areas and techniques they do best, while at the same time drawing in ideas from other game types. Watch this space...

24 HOUR COMPUTER REPAIRS and SPARES

SINCLAIR QUALITY APPROVED REPAIR CENTRE

AMSTRAD · SINCLAIR — AMSTRAD APPROVED REPAIR CENTRE — SEAL OF QUALITY

HOW TO GET YOUR 48K SPECTRUM REPAIRED FOR ONLY £19.95

BEST SERVICE – BEST PRICES!

ARE YOU ANOTHER CUSTOMER – fed up waiting weeks for your estimate?

Need your computer repaired fast? Then send it now to the VideoVault 24hr Repair Service. We are able to repair your 48K Spectrum using all the latest in test equipment for only 19.95. We can also supply you with power supplies & membranes.

We will repair your computer while you wait and help you with any of your technical problems. Commodore computers repaired for only **£35.00.** Please note we give you a 100% **low fixed price of £19.95** which includes return post and packing, VAT, not a between price like some other Repair Companies offer. We don't ask you to send a cheque in for the maximum amount and **shock you** with repair bills **£30** upwards. Don't forget we are Amstrad approved for quality and speed, don't risk your computer to any other unauthorised repair centre. We don't just repair the fault and send your computer back, we give your computer a free overhaul.

VideoVault Ltd.

Old Kingsmoor School, Railway Street, Hadfield, Hyde, Cheshire SK14 8AA
Tel: 04574 66555/67761/69499 Main Office, enquiries and orders only.

Manchester telephone 061-236 0376 While you wait centre only.
We regret the Manchester Branch cannot take mail orders, please use main branch number

TEN ★ REPAIR SERVICE

- ★ While you wait repairs **£22.50** 48K Spectrum. **£25.00** Spectrum+2
- ★ All computers fully overhauled and fully tested before return.
- ★ Fully insured for the return journey.
- ★ Fixed low price of **19.95** including post, packing, parts, labour. Spectrum+2 repairs only **£25.00** fully inclusive.
- ★ Discounts for schools and colleges.
- ★ Six top games worth **£39.00** free with every Spectrum repair. Now includes FREE memory/keyboard test.
- ★ We also repair Commodore 64's, VIC 20, Commodore 16+4, Spectrum+2 and +3.
- ★ The most up to date test equipment developed by us to locate faults within your computer.
- ★ Rubber keyboard repair (replacement membrane only). Just **£10.00** including p+p.
- ★ 3 month written guarantee on all repairs.

FREE OVERHAUL WITH EVERY REPAIR WE DO:-

We correct colour, sound, keyboard, check the loading and saving chip, even put new feet on the base if required. Check for full memory, check all sockets including ear/mike and **replace where needed.** All for an **inclusive price of £19.95 which includes VAT, parts & labour, return post, packing & insurance. No hidden extras whatsoever.**

(should a computer be classed as unrepairable due to tampering we may be able to offer a replacement circuit board at additional charge.)

URGENT NOTICE Don't be misled by adverts showing 'between prices.' A recent complaint against a Manchester repair firm, Mancomp, was upheld by the Advertising Standards Authority on two counts, "It had stated BBC repairs between £14 and £45 then charged the customer £85." Their guarantee policy was misleading as it did not make clear that all repairs were not covered.

THE VIDEOVAULT COMPUTER COMPANION

EDITION NOW HOT OFF THE PRESS

New bigger catalogue now available containing over 2,500 items including software for all computers, joysticks, spare parts, business software, books, plus many more. Just send 3×18p stamps for your free copy. Over 20 pages full of top quality products delivered to your door by return post.

6 GREAT FREE GAMES PLUS BONUS — FREE TESTER ON EACH TAPE TO TEST YOUR KEYBOARD, MEMORY TEST — NORMAL RECOMMENDED RETAIL PRICE £39.00 — YOURS FREE WITH EVERY SPECTRUM REPAIR

© COPYRIGHT VIDEOVAULT NO. 885071 FAX No. 04574 68946

ASHCOM

ATARI HARDWARE

520STFM Keyboard/Mouse/0.5meg drive	£260.00
1040STFM Keyboard/Mouse/1meg drive	PHONE
1040STF as above with SM125 mono monitor	PHONE
1040STF as above with SC1224 colour monitor	£899.95
Mega ST 22 meg Ram/Mouse/mono monitor	£954.95
Mrga ST 22 meg Ram/Mouse/Colour montior	£1184.95
ALL MEGA ST's ARE FITTED WITH ATARI BLITTER CHIPS	
Cumana 1 meg 3.5" disc drive	£110.00
SM205 20 meg hard disk drive	£535.00
SM125 monitor	£129.95
ST-Printer lead (Centronics)	£15.00
ST-Scart Lead	£15.00
520STFM Summer Pack	£360.00

COMMODORE HARDWARE

Amiga A500 Keyboard/Mouse/1Meg drive	£380.00
Amiga A500 as above + TV modulator	£400.00
Amiga A500 as above + Philips 8833 Colour Mon	£640.00
All Amiga A500's come with Deluxe Paint, utilites, manulas and tutorial disc	
A501 512K expansion	£115.00
Cumana disc drive	£110.00
MPS1200 dot matrix printer	£210.00
MPS1500 dot colour printer	£320.00
MP135 Printer	£159.00
Philips 8833 Colour Stereo Montor with ST or Amiga leads	£270.00

DISCS

3.5" DS/DD Disc (certifed, guaranteed with labels) 10 in library case	£12.00
25	£25.00
50	£47.00
100	£90.00
500	£425.00
1000	£825.00
Lockable disc boxes (holds 80 3.5" discs)	£11.00

Trade enquiries welcome for larger quantites

SOFTWARE

		RRP	Our Price
Backlash	AM ST	£19.95	£13.95
Barbarian (Palace)	ST	£14.99	£10.50
Barbarian (Psygnosis)	AM ST	£24.95	£16.95
Bubble Ghost	ST	£19.95	£13.95
Defender of the Crown	AM ST	£29.99	£20.50
Firepower	AM	£24.95	£16.95
Flight Simulator II	AM ST	£49.95	£35.50
Guantlet 1 & II	ST	£24.95	£16.95
Guild of Thieves	AM ST	£24.95	£16.95
Impact	AM ST	£14.95	£10.50
Impossible Misssion II	ST	£19.99	£13.95
Indiana Jones	ST	£19.95	£13.95
Indoor Sports	AM	£19.95	£13.95
Leader Board	ST	£24.95	£16.95
Leviathan	AM	£19.95	£13.95
Living Daylights	AM	£19.95	£13.95
Mortville Manor	ST	£24.95	£16.95
Out Run	ST	£19.95	£13.95
Portal	AM ST	£34.99	£25.50
Roadrunner	ST	£24.99	£16.95
Sentinel	ST	£19.95	£13.95
Star Glider	AM ST	£24.95	£16.95
Star Trek	ST	£19.95	£13.95
Star Wars	ST	£19.95	£13.95
Terrapods	AM ST	£24.95	£15.95

1 MEG RAM UPGRADE FOR ST
£110.00 fitted
Phone for further details

New software and hardware is constantly being added to our list at massive discounts, so if you do not see what you require, do not hesitate to call on us on:

(0530)411485

All prices include VAT @ 15% and P&P on UK mainland. *Send S.A.E. for full price list*
All items despatched within 24 hours subject to availability. Courier service on hardware and large parcels. ***To order: Send Cheques/PO or Visa/Access details to the address below.***
Credit card orders also taken by telephone

ASHCOM

10 The Green, Ashby-de-la-Zouch, Leicestershire. LE6 5JU

ASHCOM is a trading name of Ashby Computers and Graphics

ATARI XL/XE: AMIGA: SPECTRUM: COMMODORE 64: BBC: COMMODORE ATARI ST: IBM

MURDER !

All Computer Prices are being savagely slaughtered!!!
Phone NOW for amazing deals:-
01-760-0274

ATARI 520 STFM – PLUS FREE mouse mat, disk box, joystick extension cable and Quick Shot II joystick **£289.99**

ATARI 520 STFM SUMMER PACK – PLUS £400.00 **FREE** software, plus mouse mat, disk box, joystick extenison cable and joystick **£375.99**

AMIGA A500 – PLUS FREE T.V Modulator, Deluxe Paint, Disk Box and Mouse Mat **£389.99**

COMMODORE 64 – PLUS FREE Data Recorder and 10 **FREE** Games **£145.99**

Full Range of Hardware and Software for all popular machines at discount prices!

CHEQUES AND POSTAL ORDERS MADE PAYABLE TO:

SABRE SIXTEEN
7 Park Street, Croydon, Surrey, CRO 1YD

Prices include VAT and Postage. Please allow 7 days delivery

ATARI XL/XE: AMIGA: SPECTRUM: COMMODORE 64: BBC: COMMODORE ATARI ST: IBM

ATARI XL/XE: AMIGA: SPECTRUM: COMMODORE 64: BBC: COMMODORE: ATARI ST: IBM: TANDON: AMSTRAD

ATARI XL/XE: AMIGA: SPECTRUM: COMMODORE 64: BBC: COMMODORE: ATARI ST: IBM: TANDON: AMSTRAD

ACE LETTERS

ADVANCED COMPUTER ENTERTAINMENT

Why are BBC games cheaper than ST or Amiga ones? What have the 520ST's new disk drive, the Amiga 500's price cut and Arcana's updated Amiga *Powerplay* got in common? And what would happen if everyone played the same game all at once? You come up with the tough ones, Andy Wilton struggles to answer them and ACE doles out the prizes.

● WAR NO MORE

I'm sick of the Commodore-Spectrum superiority war. This was going on in magazines FOUR YEARS AGO! It's a waste of time, paper and space. When I bought a BBC and sold my Spectrum people called me a traitor! Now that I'm selling my BBC for an Amiga, I'm getting the same thing. In issue 11 of ACE, S. Hutchings moaned about Commodore users slagging off the Spectrum, then proceeded to do the same thing to other computers. What's the point in writing to complain about others slagging computers off when you do it yourself?

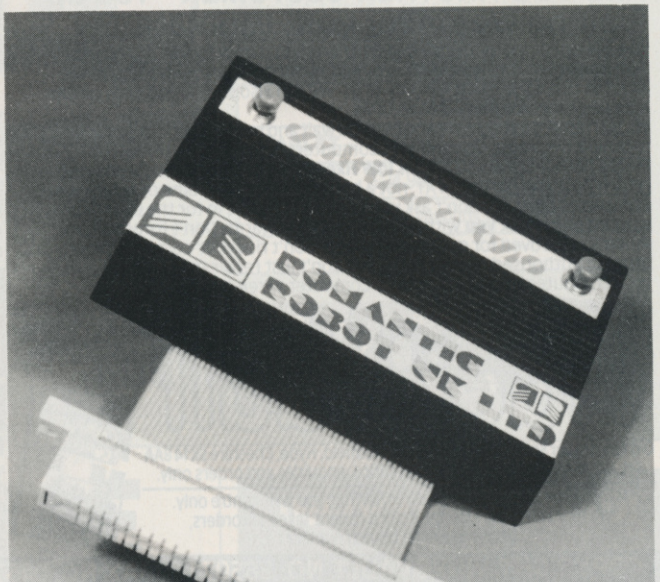
Another thing I'm going to go on about is the ridiculous price of Amiga and ST games. All the mags say that it's because of the small user-base, but this is a load of rubbish. Superior Software bring out a high-quality game every month for the BBC and Electron, and they are all normal price and original (they wrote Thrust and produced *Zarch*) yet a top-selling BBC game like *Psycastria* would hardly register on a Gallup chart. How do they do it when people like Rainbird cannot? A £25 game simply would not sell on the BBC.

Russell Jackson
Nottingham

You've just about answered your own question on software pricing, Russell. A BBC game wouldn't sell for £25, but ST and Amiga games can and do. It's precisely because sales of Beeb games are so low and high prices aren't tolerated that the big software houses stay well clear of the market, leaving it to the dedicated few like Superior. As a result, the ST and Amiga get far more support and thus make better games machines (quite apart from their greater power). Incidentally, if I'm not much mistaken, Beeb Thrust and Archie Zarch from Superior cost pretty much the same as their ST equivalents from Silverbird and Firebird respectively!

● IT'S A RIP-OFF

I used to own a Speccy +3 and I also bought a Multiface 3 with it. This proved very useful when I



SIDEWINDER EXPLANATION

PRIZE LETTER

Michael Griffiths (Letters, ACE issue 11) probably has the same version of the Amiga 500 as I have, a USA model. What has to be remembered is that all computer manufacturers slightly modify their components if any faults are found, and so there are sometimes changes in timing and the like. *Sidewinder* is a typical example. Probably it'll work on all British models of the Amiga because Commodore altered the graphics chip ever so slightly, maybe to improve the picture on a PAL television set. You mentioned that *Sidewinder* works on one of the Amigas in the ACE office but not the other – is one a USA model and the other a GB model? (You can tell the difference because the GB Amigas have horrible keys and also the keyboard layout is different. GB machines have quotation marks on the 2 key and a pound sign on the 3 key as well as some other changes.)

Chris Clifford
Neath, West Glamorgan

Uncanny! You're spot on as far as ACE's Amiga's go, Chris. The USA model (with @ on the 2 key) doesn't like Sidewinder, *while the GB model (with quotes on the 2 key) runs it perfectly. Manufacturers certainly do change hardware details during long production runs, and* Sidewinder *obviously falls foul of that here. We already knew about an earlier change from the A1000's video chips – they didn't support the 64-colour extra-half-bright mode, for one thing – but this was a new one on us. The moral, if there are any programmers out there, is to test your software on both machines before releasing it.*

GET IN ON THE ACTION!

Make your point, air your views, or just practice your joined-up writing in a mighty missive to the letters pages that matter. Write to:

ACE Letters, 4 Queen Street, Bath BA1 1EJ

wanted to swap copies of games with friends or hack a game apart. I was sorry to have to sell it with my +3 in favour of buying an ST.

Now though, I have heard rumours of a Multiface ST. However, I have also heard rumours of horrible bugs in their games to stop you copying them. Are these rumours true? Would it be a waste of money buying it if you could be slowly wrecking you ST?

Anon (for his own good)
Cranbrook, Kent

If software houses put anti-copying routines into their games, good for them! I'm a big fan of Multiface as a tool for exploring and learning from people's code - and possibly tweaking it to make life easier! - but piracy cheats the programmers out of money for their work, and that's wrong. For the umpteenth time, if you don't like the game enough to pay for it, play something else! (And at the risk of stating the obvious, it would be a waste of money buying any *device which slowly wrecked your ST - though I rather doubt Romantic Robot would sell anything that did!)*

● TOO ADDICTIVE?

After reading your articles on advanced multi-user adventures I thought 'Wow, do something, try harder to get some money for an Amiga and equipment.' But as I was drooling about this another thought came into my head: what about addiction? C64 games are mega-addictive as they are, and other 8-bitters will agree that game-playing doesn't help the social life. So what'll happen when I start playing MUGs? As it is I only watch the news on TV, I read few books and I don't go out very often. Will I even be able to leave the screen?

Don't get me wrong, I eagerly await cheap international MUGs. But when the majority of users are 16-bit owners, the graphics and gameplay will have some awesome realism and addiction. There'll have to be a restriction on times when people can log on. Otherwise, imagine what would happen if one day

UNGRATEFUL OR UNFAIRLY TREATED?

I said it in Issue 11's ACE Letters and I'll say it again here: people don't actually like improvements. The increase in the 520ST's drive capacity, the drop in price of the Amiga A500 and the improved Amiga version of Arcana's Powerplay have all been causing varying degrees of annoyance, rightful indignation or fearful wrath. Are these people the victims of injustice or just a bunch of moaning minnies? You decide!

● I am writing to agree wholeheartedly with the view of Mr Lattimore (Letters, ACE issue 12) regarding the price rises and cuts of the Atari 520ST. Now that it has been announced that the price will probably be cut by £100 again, this gives his theory even more credence. I'm sure there are a lot of retailers and purchasers angry at Atari's tactics in the marketing arena.

I am sorry to admit that I fell for their marketing ploy of March/April. I bought a 520STFM (1/2 Meg drive) for £299 when the £100 price increase was announced. Many others probably did the same, thinking they couldn't afford this great machine after such a large price rise. But Atari neglected to mention the 1 Meg drive in the higher price machine. And now the price is set to drop again but probably still with the 1 Meg drive! There are a lot of people left with a sour taste in their mouth and probably a lot of retailers left with 1/2 Meg machines to get rid of at a loss. Maybe Atari have assured their market share over Commodore but I for one am not enamoured with their tactics.

Colin Jubb
Edinburgh

You're not the only one to feel peeved over this one judging by our mailbag Colin, but I think I'd better straighten out a few points. Firstly the £100 price cut has not been officially confirmed. The general industry feeling is that Atari will have to make the cut, precisely because they have not assured their market share over Commodore and risk losing it altogether if they stay at £399.

Secondly, R J Lattimore's interpretation of the facts does cast Atari in just about the worst light possible. Even if the cynical explanation turns out to be the right one here that still means the ST'll be better value than ever once the dust settles. Small consolation for people caught in the middle, I know, but there it is. (There is a strong case for saying that Atari should pick one model and stick with it, thus avoiding all this hassle in the first place - but that's another story.)

● I read with great interest in the August ACE that Commodore have dropped the price of the Amiga A500 to £399. May I just point out to any Commodore management executives reading this that the A500 has achieved its present degree of success not because they have created a brilliant computer but because thousands of people like me have spent £499+. Who gets the benefit of this offer? Not the people who deserve it, current A500 owners, but either the people who couldn't afford one (fair enough) or those who were not convinced the A500 was that much better than the ST.
MAYBE I'm wrong.
MAYBE Commodore are working on it.
MAYBE Commodore are going to offer all registered owners a free 500K expansion or £100 worth of software vouchers or a second disk drive.

N Bessey
Kessingland, Suffolk

At the risk of making myself unpopular, I think you're being a bit unreasonable here. If you buy a toaster, car, television or washing machine, you swap a sum of money for the goods in question on the understanding that they work properly. Whether they're worth the money, might be cheaper if you wait a bit or cost £10 less somewhere else is your problem. The only difference with a computer is that a price cut means more machines get sold, there's more software support for them, and everyone benefits.

● I wouldn't usually write in to a magazine, even less to lodge a complaint. I am referring to the advertisement and news story on the impending release of Arcana's Powerplay. It waffled on about 'Amiga owners not being satisfied...-', 'Uses full potential' etc. Cor, wow, whoopee and other sarcastically orientated words - but wait! Haven't we already seen the release of said Amiga Powerplay? And didn't your magazine do a big promotional deal with it? And more importantly, didn't I buy it? YES.

I'm not one to pass up the chance to buy great games, but when a software house like Arcana decides to blatantly rip off all and sundry with a sub-standard game it does rather raise the blood cells. How can Arcana supply an average game to thousands and then bring out the 'proper' Amiga version, slagging off the first version and asking people to buy the better one.

I'm sure I speak for thousands of others in asking IS ARCANA PREPARED TO COMPENSATE US FOR THE RELEASE OF THE FIRST ORIGINAL *POWERPLAY*? ARE THEY PREPARED TO EXCHANGE OUR COPIES WHICH THEY SO CLEARLY MUST HAVE REALISED WERE GOING TO BE REPLACED WITH AN IMPROVED VERSION?

I hope you can answer my queries as I don't like being dumped with an out of date game.

Anthony Hicks
Deal, Kent

I don't think your being very fair to Arcana there, Anthony. I should think most people would applaud them for taking so much extra effort over the new Amiga version, especially given that they already had a great version they could sell instead. I don't think for a moment that Arcana planned to make the first version obsolete when they launched it, or that they expected people to buy the second version to replace it. They're just trying to offer new users an even better

no-one went to school or work because they were all fighting each other on an intercontinental MUG!

Patrick Degenaar
Newry, Co. Down

A worrying thought indeed Patrick, but not half as terrifying as the phone bills would be! You've pointed out a more immediate problem than either of these two, mind you: how can your social life survive computer addiction? Anyone else got any thoughts on staying sociable in the micro era?

THAT DAMNED ELUSIVE SEGA MICRO

PRIZE LETTER

We seek it here, we seek it there, we ACE folks seek it everywhere! Remember the 4-year-old Sega home micro mentioned by Apple-loving Australian reader John Thornley in his letter last month? Well the plot's been thickening nicely since then. For starters, R.Henderson of Liverpool sent us a clipping on the subject plus a few tasty technical details (and won himself a prize into the bargain!):

Way back in 1984, issue 27 of the Home Computer Advanced Course carried a review of the Sega SC3000H machine.

The computer was equipped with 8K RAM (expandable to 48K), 16K video RAM and 18K ROM. The BASIC was held on a ROM cartridge very much like the old Atari machines. Graphics were quite good for the time, a special chip gave 256x192 resolution, a 24x40 text screen and 16 colours. There were also sprites and six sound channels.

Points of interest:

...though Z80-based, the SC3000H clearly wasn't an MSX machine. 'All MSX machines had Microsoft BASIC built in,' pointed out Trowbridge MSX fan and Code Masters programmer Phillip Oliver. 'Besides, it would have 'MSX' in big letters all over it if it was. Actually we saw a Sega micro in a shop in Germany last year: it looked just like a Spectrum. In fact, I think it even had keywords above the keys.'

Curiouser and curiouser.

Ariolasoft, German distributors of the Sega console, knew nothing about a Sega micro being sold there (and were pretty sure they'd know about it if it was, what's more). Neither did Manfred Kleimann, editor-in-chief of ACE's fave German computer mag Aktuelle Software Markt. 'A real home micro? Not just a console? No, I've never heard of that one.'

Did the Olivers just see an old model being sold off cheap then? According to the HCAC clipping, the Spectrum- style keyboard would make it the Japanese version rather than the (unmarketed) UK one. More importantly, is John Thornley's machine an SC3000H at all? Stay tuned for the next thrilling instalment...

ODDS AND ENDS

Tidbits from this month's mailbag

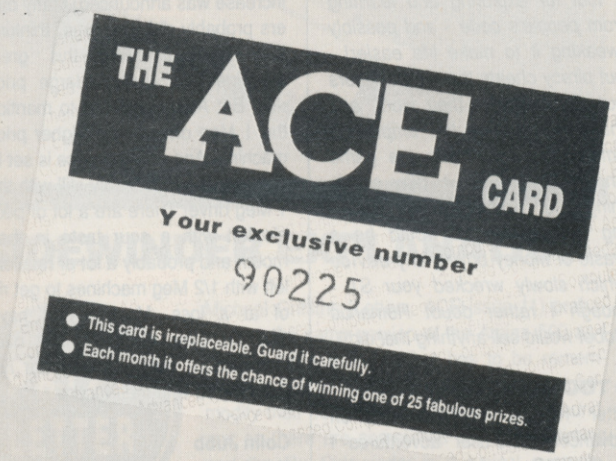
First a public service message: Christine Bennett of Stockport would like to tell us about the TI99/4A Users Group (UK), which is 'a thriving users club run by TI owners all over the country.' *The man to contact, it seems, is their Membership Secretary:*

Peter Walker
24 Bacons Drive
Cuffley
Herts
EN6 4DU
Tel (0707) 873778

All sorts of hurtful, sarcastic remarks spring to mind here, most of them referring to the probable number of TI99/4A users actually reading this, but there's no call to be mean. Besides, there's more mail to get through!

CODE PROG

Stephen Sayers of Lydney, Glos., sent us an ACE card recoder program. The idea is that you type in your ACE card number and the program turns out the four-letter code equivalent to it. That way you can just look through the list of codes in each issue without having to type them in. It's intended to 'make life easier for anyone typing in or using the ACE decoder program,' says Stephen - and it probably would at that, if we hadn't changed the code generation system and published a new decoder program last issue. Well heck, we've got to keep you busy somehow! Anyway, the upshot is that Stephen's program doesn't work anymore. It's a tough life, folks.



● SUB STORY

'Does anyone out there who has played *Interceptor* know how to sink that damned 'shadow sub'. I've been stuck on this mission for days and it's getting on my wick.'

Harry Theochari
Harrow

Well Harry, we've managed to complete that final mission without sinking the sub, simply by shooting down an awful lot of other things including the cruise missile it launches. Whether this is a bug or a game feature we aren't sure, but bear in mind that you don't actually have to turn those Falcons back on the 'heist' mission. In other words, mission briefings aren't always accurate!

● DRIVING HIM INSANE?

Garrick Darts of Baldock, Herts., finds that some games reset while he's playing them, and reckons it's his Amiga 500's drive that's to blame. 'Please help - I'm going mad!' *he burbles. Well Garrick, if they're resetting halfway through it doesn't really sound like a drive problem. But whatever the cause it clearly needs sorting, so take steps to have it repaired under guarantee by taking it back to the dealer you bought it from.*

Here's an offer that's solid gold. Take out a 12-issue subscription to ACE for just £17.95 and you can at the same time buy any of the titles on this page at half price!

So if you were to spend just £18 on software, you'll have recovered the *entire cost* of your subscription.

You don't need us to remind you just how exciting a magazine ACE is. So why not guarantee yourself a year's supply. Just cut the coupon, or dial 0458 74011 with your credit card details.

GOLD at half price!

You can pick up these fabulous US Gold titles at incredible discounts when you subscribe to ACE!

IMPOSSIBLE MISSION 2

Follow up to a stunning classic featuring the evil Professor and his robots.

Version	RRP	YOU PAY	Order code
CBM 64 cass	9.99	4.95	AC145CC
CBM 64 disk	14.99	7.50	AC145CD
Amstrad cass	9.99	4.95	AC145AC
Amstrad disk	14.99	7.50	AC145AD
Atari ST	19.99	9.95	AC145ST
IBM PC	19.99	9.95	AC154PC

ARCADE FORCE 4

4-game compilation of Road Runner, Indiana Jones, Gauntlet and Metro Cross.

Version	RRP	YOU PAY	Order code
Spectrum cass	9.99	4.95	AC147SC
Spec+3 disk	14.99	7.50	AC147SD
CBM 64 cass	9.99	4.95	AC147CC
CBM 64 disk	14.99	7.50	AC147CD
Amstrad cass	9.99	4.95	AC147AC
Amstrad disk	14.99	7.50	AC147AD
Atari ST	24.99	12.50	AC147ST

CALIFORNIA GAMES

The best Epyx sports simulation yet. And that's saying something.

Version	RRP	YOU PAY	Order code
Spectrum cass	8.99	4.50	AC135SC
Spec+3 disk	12.99	6.50	AC135SD
CBM 64 cass	9.99	4.95	AC135CC
CBM 64 disk	11.99	5.95	AC135CD
Amstrad cass	9.99	4.95	AC135AC
Amstrad disk	14.99	7.50	AC135AD
Atari ST	19.99	9.95	AC135ST
IBM PC	19.99	9.95	AC135PC

ROLLING THUNDER

Impressive conversion of the Namco coin op featuring an undercover cop in platform shoot-em-up action.

Version	RRP	YOU PAY	Order code
Spectrum cass	8.99	4.50	AC146SC
Spec+3 disk	12.99	6.50	AC146SD
CBM 64 cass	9.99	4.95	AC146CC
CBM 64 disk	11.99	5.95	AC146CD
Amstrad cass	9.99	4.95	AC146AC
Amstrad disk	14.99	7.50	AC146AD
Atari ST	19.99	9.95	AC146ST
Amiga	24.99	12.50	AC146AM

OUTRUN

Computer translation of the coin op smash hit.

Version	RRP	YOU PAY	Order code
Spectrum cass	8.99	4.50	AC128SC
Spec+3 disk	12.99	6.50	AC128SD
CBM 64 cass	9.99	4.95	AC128CC
CBM 64 disk	11.99	5.95	AC128CD
Amstrad cass	9.99	4.95	AC128AC
Amstrad disk	14.99	7.50	AC128AD
Atari ST	19.99	9.95	AC128ST

720°

The all action skate-board game (as seen on TV).

Version	RRP	YOU PAY	Order code
Spectrum cass	8.99	4.50	AC124SC
CBM 64 cass	9.99	4.95	AC124CC
CBM 64 disk	11.99	5.95	AC124CD
Amstrad cass	9.99	4.95	AC124AC
Amstrad disk	14.99	7.50	AC124AD

EPYX COMPILATIONS

Fantastic value packages comprising four superb titles.

Version	RRP	YOU PAY	Order code
Atari ST ('Epyx on ST')	29.99	14.95	AC156ST
C64 cass ('Epyx Epics')	9.99	4.95	AC105CC
C64 disk ('Epyx Epics')	14.99	7.50	AC105CD

JINKS

Addictive, original horizontally-scrolling bounce-em-up.

Version	RRP	YOU PAY	Order code
Amiga	24.99	12.50	AC157AM

(Please note. The prices on this page are valid *only* for people simultaneously taking out an ACE subscription.)

SUBSCRIPTION FORM

YES, I would like to take out a 12-issue subscription to ACE magazine at an all-inclusive price of £17.95.

At the same time, I would like to order the following US Gold software titles at half price.

	Order code	Title	Half Price
1.			
2.			
3.			
4.			
5.			
6.			

Total payable (software ordered + £17.95)

Name

Address

Phone (if poss) **Computer**

Method of payment ☐ACCESS • ☐VISA • ☐CHEQUE • ☐P.O.

Cred. card no. **Exp.date**

Please make out cheques and postal orders to Future Publishing Ltd.
This form is valid until August 31st, 1988

■ Send this form to:
ACE Subscriptions, FREEPOST, Somerton, Somerset TA11 7BR
No stamp required if posted in the UK, Channel Islands or Isle of Man.

ACE SPECIAL O

VIRUS

The Zarch conversion from Firebird that got a 981 ACE rating!

Version	RRP	ACE price	Order code
Atari ST	19.95	15.95	AC162ST

WE ARE THE CHAMPIONS

Ocean

Stunning value compilation including Barbarian, Renegade, Rampage, International Karate + and Super Sprint.

Version	RRP	ACE price	Order code
Spectrum cass	9.95	6.95	AC143SC
Spectrum disk	17.95	13.95	AC143SD
CBM 64 cass	9.95	6.95	AC143CC
CBM 64 disk	17.95	13.95	AC143CD
Amstrad cass	9.95	6.95	AC143AC
Amstrad disk	17.95	13.95	AC143AD

ARKANOID 2

Imagine

The Revenge of Doh. Another impossibly addictive break-out challenge.

Version	RRP	ACE price	Order code
Spectrum cass	7.95	6.25	AC144SC
CBM 64 cass	8.95	6.95	AC144CC
CBM 64 disk	12.95	10.95	AC144CD
Amstrad cass	8.95	6.95	AC144AC
Amstrad disk	14.95	11.95	AC144AD
Atari ST	19.99	15.95	AC144ST

IMPOSSIBLE MISSION 2

US Gold/Epyx

Follow up to a stunning classic featuring the evil Professor and his robots.

Version	RRP	ACE price	Order code
CBM 64 cass	9.99	7.95	AC145CC
CBM 64 disk	14.99	11.95	AC145CD
Amstrad cass	9.99	7.95	AC145AC
Amstrad disk	14.99	11.95	AC145AD
Atari ST	19.99	15.95	AC145ST

ST ADVENTURE CREATOR

Incentive

The one to make your dreams of ST adventuring come true

Version	RRP	ACE price	Order code
Atari ST	39.95	29.95	AC166ST

BOBSLEIGH

Digital Integration

Superb simulation of the exciting winter sport.

Version	RRP	ACE price	Order code
Spectrum cass	9.95	7.95	AC155SC
CBM 64 cass	9.95	7.95	AC155CC
CBM 64 disk	14.95	11.95	AC155CD
Amstrad cass	9.95	7.95	AC155AC
Amstrad disk	14.95	11.95	AC155AD

TARGET RENEGADE

Imagine

Violent follow up to the violent combat game.

Version	RRP	ACE price	Order code
Spectrum cass	7.95	6.25	AC142SC
Spectrum disk	14.95	11.95	AC142SD
CBM 64 cass	8.95	6.95	AC142CC
CBM 64 disk	12.95	10.95	AC142CD
Amstrad cass	8.95	6.95	AC142AC
Amstrad disk	14.95	11.95	AC142AD

ROLLING THUNDER

US Gold

Impressive conversion of the Namco coin up featuring an undercover cop in platform action.

Version	RRP	ACE price	Order code
Spectrum cass	8.99	6.95	AC146SC
Spec+3 disk	12.99	9.99	AC146SD
CBM 64 cass	9.99	7.95	AC146CC
CBM 64 disk	11.99	8.95	AC146CD
Amstrad cass	9.99	7.95	AC146AC
Amstrad disk	14.99	11.95	AC146AD
Atari ST	19.99	15.95	AC146ST
Amiga	24.99	19.95	AC146AM

DARK SIDE

Incentive

Freescape tightened up into into a superb arcade game

Version	RRP	ACE price	Order Code
Spectrum cass	9.95	7.95	AC160SC
Spectrum + 3	14.95	11.95	AC160SD
CBM 64 cass	9.95	7.95	AC160CC
CBM 64 disk	12.95	9.95	AC160CD
Amstrad cass	9.95	7.95	AC160AC
Amstrad disk	14.95	11.95	AC160AD

PLATOON

Ocean

Powerful action based on the award-winning war film.

Version	RRP	ACE price	Order code
Spectrum cass	9.99	6.95	AC136SC
Spectrum disk	14.95	11.95	AC136SD
CBM 64 cass	9.99	7.95	AC136CC
CBM 64 disk	14.99	11.95	AC136CD
Amstrad cass	9.99	7.95	AC136AC
Amstrad disk	14.99	11.95	AC136AD
Atari ST	19.99	15.95	AC136ST

CALIFORNIA GAMES

US Gold/Epyx

The best Epyx sports simulation yet. And that's saying something.

Version	RRP	ACE price	Order code
Spectrum cass	8.99	6.95	AC135SC
Spec+3 disk	12.99	9.99	AC135SD
CBM 64 cass	9.99	7.95	AC135CC
CBM 64 disk	11.99	8.95	AC135CD
Amstrad cass	9.99	7.95	AC135AC
Amstrad disk	14.99	11.95	AC135AD

ROAD BLASTERS

US Gold

Official license of the pulsating, all action road-based shoot-em-up.

Version	RRP	ACE price	Order code
Spectrum cass	8.99	6.95	AC173SC
Spec+3 disk	12.99	9.99	AC173SD
CBM 64 cass	9.99	7.95	AC173CC
CBM 64 disk	14.99	11.95	AC173CD
Amstrad cass	9.99	7.95	AC173AC
Amstrad disk	14.99	11.95	AC173AD

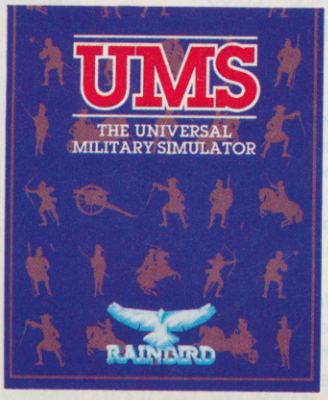
FIRE AND FORGET

Titus

18 level game which blasts other cars, helicopters, minefields and all comers off the road to gaming heaven!

Version	RRP	ACE price	Order code
Atari ST	24.95	19.95	AC172ST
Amiga	24.95	19.95	AC172AM

OFFERS



AMIGA TITLES

(In addition to those elsewhere)

Jinks is an incredible addictive bounce-em-up, **World Games** is the Epyx sports classic, **Hardball** is a great baseball simulation, **Leaderboard** the definitive golf simulation, **Interceptor** is a superb combat flight-sim.

Version	RRP	ACE price	Order code
Jinks	24.99	19.95	AC155AM
World Games	24.99	19.95	AC108AM
Leaderboard	24.99	19.95	AC107AM
Hardball	24.99	19.95	AC152AM
Jinxter	24.95	19.95	AC139AM
Wizball	24.99	19.95	AC109AM
Interceptor	24.99	19.95	AC160AM

IBM PC TITLES

(In addition to those elsewhere)

These leading games should also run on Amstrad PCs and other compatibles. **Elite** is the definitive space trading and combat game. **Tomahawk** is a sophisticated flight simulator, **Hardball** a great baseball simulation, **World Class Leaderboard** the definitive golf simulation, **Jinxter** is an adventure, **UMS** a wargame, **Tetris** an addictive puzzle

Title	RRP	ACE price	Order code
Elite	24.95	19.95	AC105PC
Tomahawk	24.95	19.95	AC150PC
California Games	19.99	15.95	AC135PC
World Leaderb'd	24.99	19.95	AC151PC
Hardball	24.99	19.95	AC152PC
Jinxter	24.95	19.95	AC139PC
U.M.S.	19.95	15.95	AC140PC
Tetris	19.99	15.95	AC153PC

ATARI ST TITLES

(In addition to those elsewhere)

Don't miss the incredible **Oids** and **Dungeon Master**, both ACE RATED in the high 900s. **Leaderboard** is the definitive golf simulation, **UMS** an innovative wargame, **Wizball** an addictive, original bounce-em-up, **Epyx on ST** an incredible-value compilation of three hit titles.

Version	RRP	ACE price	Order code
Arcade Force 4	24.99	19.95	AC147ST
Epyx on ST	24.99	19.95	AC154ST
Carrier Command	24.99	19.95	AC199ST
Oids	19.99	15.95	AC148ST
Dungeon Master	24.99	19.95	AC149ST
Slapfight	19.95	15.95	AC150ST
Wizball	19.95	15.95	AC109ST
California Games	19.99	15.95	AC135ST
Leaderboard	24.99	19.95	AC107ST
UMS	24.95	19.95	AC140ST

CREDIT CARD HOTLINE

0458 74011

VISA Access

Your chance to buy some of the hottest titles around and save money!

• Fast delivery • Friendly service • Fabulous discounts

HOW TO ORDER

Just make a note of the details of the items you want, including the order code. Then fill these in on the free-post form printed on this page.

Post this, together with your credit card details or cheque to the Free Post address listed – you need pay no postage.

Alternatively ring 0458 74011 and ask for ACE Credit Card Orders.

PLEASE NOTE

1. All items are despatched by first class mail.
2. We have tried to list only those versions of software which are available NOW.
3. All prices include VAT, postage and packing.
4. You will normally receive software within 7 days of ordering. Please allow 2-3 weeks in case of temporary shortages.

SUBSCRIPTION OFFER

If you want an even more fantastic deal, turn back one page and have a look at our subscription offer: US Gold games at HALF PRICE when you take out a 12-issue sub.

Incredible!

ORDER FORM

Please rush me the following items.

	Order code	Title	ACE Price
1.			
2.			
3.			
4.			
5.			

Total Software Order Box A

■ Send this form to:
ACE Reader Offers
FREEPOST (BS4900)
SOMERTON
Somerset TA11 7BR

No stamp required if posted in the UK, Channel Islands or Isle of Man.

SUBSCRIPTION ORDERS

☐ Tick here for a 12 issue subscription to ACE costing £17.95. This entitles you to a FREE Quickshot Turbo joystick (RRP £14.95).

Subscriber's total payable (box A + £17.95) Box B

Name

Address

Phone (if poss) **Computer**

Method of payment ☐ACCESS • ☐VISA • ☐CHEQUE • ☐P.O.

Cred. card no. **Exp.date**

Please make out cheques and postal orders to Future Publishing Ltd.

This form is valid until May 31st, 1988

THE ACE XTRA PAGE

Your chance to buy some of the most useful products going at very special rates!

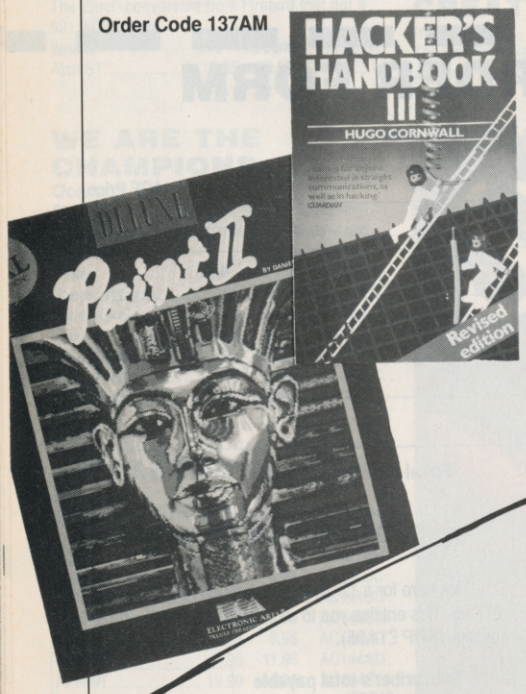
DELUXE PAINT II

AMIGA • £59.95 (RRP £69.95) PC • £99.95

This Electronic Arts paint program for the Amiga and the IBM PC is simply the most complete and professional program of its kind.

Deluxe Paint II allows you to paint on a 'canvas' that is bigger than the monitor screen – 1008 by 1024 pixels, with 32 colours in low resolution or 16 colours in high resolution. Full percentage colour mix is possible, including hue, saturation and contrast for each colour. Full zooming in is possible, with special animation effects including Colour Cycling which offers almost cartoon-like movement qualities. There's an unlimited variety of paint brushes you can use, a complete set of shape and line tools, and a range of special effects which will let you create banners, calendars, cards, newsflashes – anything can be done with a splurge of style which is the result of a program which really lets your imagination loose. Try it – you won't be disappointed!

Order Code 137AM



HOW TO ORDER

Just fill in the Order Form on the preceding page and send it off to our Freepost address OR call 0458 74011 and ask for Credit Card Orders.

HACKERS HANDBOOK III

BY HUGO CORNWALL • £6.99
PUBLISHED BY CENTURY HUTCHINSON

There is no other book like it! The art of hacking is so new that there have been several misconceptions about the hows, whos and what fors. Hugo Cornwall's book clears it all up, whilst at the same time providing an exacting code which would-be hackers would do well to use as both map and compass.

Hackers Handbook III was a Top Ten best-seller when it first came out. This new edition goes from first comms principles to networks, videotex, radion computer data - all written in entertaining prose that carries you along with the enthusiasm of discovering the unknown!

Order Code AC159HH

PLUS

THE ACE DISK ORGANISER!

JUST £7.99 INCLUDING PAPER

An essential purchase for anyone who wants to keep track of disk files, the **ACE Disk Organiser** is an 18x12cm six-ring binder with 80 sheets of standard-sized organiser paper and three index sheets. The paper is divided into four sections of 20 sheets - blank notepaper, a disk list/space organiser, a directory or folder list and a filename list. Its handy format means you can keep all your software details on paper - and transfer them from organiser to organiser if necessary.

Finished in splendid Royal Blue with gold-embossed ACE logo, the **ACE Disk Organiser** has the street date of every issue of ACE until the end of 1989. And as you can buy any of the hundreds of types of standard Filofax® paper as well, we're sure you'll accept this is an unbeatable offer!

Order Code AC158FF

THE ACE T-SHIRT!

JUST £4.95

It's here! The fabbo T-shirt that ACE gave the world! Made in sensitive and caring pastel shades of blue and grey on white, you can now announce your favourite magazine to the world and at the same time have a T-shirt that will lust after your body in any one of three sizes. T-ACE-ty!

Order Codes: -
AC138ME (medium)
AC138LA (large)
AC138XL (extra large)

ACE
ADVANCED • COMPUTER • ENTERTAINMENT

SPECIAL RESERVE

HALF PRICE GAMES FOR CONNOISSEURS

There's no way to save money *and* know you're only getting the best. Right?

Wrong. With **SPECIAL RESERVE** your normal price is **half** price. The game you want is £24.95 in the shops? Try us. We probably sell it for £12.47 (plus post and packing). Some of our special offers will blow your socks off.

And if it's a turkey, we won't sell it at all. *All* **SPECIAL RESERVE** games have been selected by our team of experts. So your game-playing satisfaction is assured.

These benefits are exclusive to **SPECIAL RESERVE** members. Membership costs £4.00, and you can order at the same time as you join.

Members receive a privilege ordering number, a membership card, and our detailed, expert Buyer's Guide, revised three times a year - together with a free binder for the Guides. And each time you order, we'll send you or up-to-the-minute Stop Press update.

We aim for 24-hour turnaround of your orders. And you can order **NEW** releases in advance of publication; we'll despatch them on the very day they ship.

OFFICIAL SECRETS

EXCLUSIVE MAGNETIC SCROLLS MINI-ADVENTURE

For the select band of expert gamers for whom even SPECIAL RESERVE is not enough, we offer OFFICIAL SECRETS - all the benefits of SPECIAL RESERVE plus confidential information on games, the gaming world... and more.

Your special privileges as a member of **OFFICIAL SECRETS** begin with a subscription to ***Confidential***, a brand new magazine that gives in-depth, authoritative coverage to areas that existing magazines ignore. Costing £2.00 an issue to non-members, it's produced bi-monthly by experts with experts in mind, ***Confidential*** takes you on the inside track of the gaming world, with access to leading figures, gossip, fact and news on upcoming releases. With ***Confidential***, you'll know what's happening... before it happens.

The priviliges of membership continue: free with Issue 2 of ***Confidential*** is a private, specially-commisioned mini-adventure disk from *The Guild of Thieves, The Pawn* and *Jinxter* authors, **Magnetic Scrolls*** reserved for members, and never to be publicly released.

And there's more. A copy of *Gnome Ranger* from the award-winning **Level 9** team. "Go out and buy it, pronto!" said *Atari ST User* - and if you already have, tick the box and we'll give you a secret, surprise alternative. A competition to win £500-worth of hardware of your choice. **Free** help and hints on any game you buy from us. And exclusive, and very special, offers. All this, for just £19.95, including your membership of **SPECIAL RESERVE**.

Who is behind **OFFICIAL SECRETS** and **SPECIAL RESERVE**? Tony Rainbird (ex Firebird and Rainbird), Graeme Kidd (ex CRASH and The Games Machine) and Nick Walkland (ex Orcsbane - "Fanzine of the Year").

* Available on the ST, Amiga, PC, Mac, PCW, C64 and Spectrum +3; if you use a different machine, we've a different treat in store for you - wait and see!

EXAMPLE PRICES

(Club Members Only - excluding P&P)

Atari ST

Captain Blood (24.95)	£12.47	Corruption (£24.95)	£12.47
Get Dexter 2 (£19.95)	£9.97	STAC (£39.95)	£22.97
Footbl. Manager 2 (£19.95)	£9.97	Legend o.t.Sword (£24.95)	£12.47
Balance of Power (£29.95)	£14.97	Captain Blood (£24.95)	£12.47
Dungeon Master (£24.99)	£12.49	Oids (£19.99)	£9.99
Virus (£19.95)	£9.97	Carrier Command (£24.95)	£12.47
Star Trek (£19.95)	£9.97	Jinxter (£24.95)	£12.47
Mindfighter (£24.99)	£12.49	Sundog (£14.99)	7.49
Shadowgate (£24.95)	£12.47	Guild of Thieves (£24.95)	£12.47
Uninvited (£24.99)	£12.49	Starglider (24.95)	£12.47
SPECIAL OFFERS!			
Tracker (£24.95)	£7.95	Silicon Dreams (£19.95)	£6.95

Amiga

Photon Paint (£69.99)	£34.99	Deja Vu (£29.95)	£14.97
Corruption (£24.95)	£12.47	Balance of Power (£29.95)	£14.97
Aaargh! (£19.99)	£9.99	Time and Magik (£19.95)	£9.97
Sherlock (£24.99)	£12.49	The Sentinel (£19.95)	£9.97
Beyond Zork (£24.99)	£12.49	Barbarian (Palace £24.99)	£12.49
Bubble Bobble (£19.95)	£9.97	Defndr ot Crown (£29.95)	£14.97
Faery Tale (£24.99)	£12.49	Mindfighter (£24.99)	£12.49
The 3 Stooges (£29.99)	£14.99	Guild of Thieves (£24.95)	£12.47
Uninvited (£26.95)	£13.47	Starglider (£24.95)	£12.47
SPECIAL OFFERS!			
Golden Path (£19.95)	£6.95	Silicon Dreams (£19.95)	£6.95

IBM PC

Balance of Power (£24.95)	£12.47	Time and Magik (£19.95)	£9.97
Elite (£24.95)	£12.47	Universal Mil Sim (£24.95)	£12.47
Falcon (£34.99)	£17.49	Mindfighter (£29.99)	£14.99
Sherlock (£24.99)	£12.49	Guild of Thieves (£24.95)	£12.47
SPECIAL OFFERS!			
Starglider (£19.95)	£6.95	Silicon Dreams (£19.95)	£6.95

Commodore 64 – Disk

Might and Magic (£24.99)	£12.49	Mindfighter (£19.99)	£9.99
Faery Tale (£19.99)	£9.99	S em Up Const. Kit (£19.99)	£9.99
Time and Magik (£14.95)	£7.47	Guild of Thieves (£19.95)	£9.97
SPECIAL OFFERS!			
Starglider (£17.95)	£5.95	Gothik (£9.95)	£3.95

MEMBERSHIP APPLICATION & ORDER FORM

Complete this coupon or write the details clearly on a sheet of paper - or phone our New Members Department on 0279 600204

NAME _____

ADDRESS _____

_____

_____ POST CODE _____

COMPUTER _____ delete where not applicable DISK: 5.25"/3.5"/3"/TAPE

I want one year's subscription to:

SPECIAL RESERVE UK £4.00 or EEC £5.00 £ _____

or

OFFICIAL SECRETS UK £19.95 or EEC £24.95 £ _____

WITH Gnome Ranger ☐ Surprise Alternative ☐

I'd like to buy a game as well (optional)

TITLE _____ PRICE £ _____

Post & Packing per game £1.50 UK or £3.00 EEC (£2.50 for telephoned orders) £ _____

TOTAL £ _____

delete where not applicable

Payment by Cheque/Postal Order/Visa/Access/American Express

(Payments from outside the UK must be made by credit card)

My credit card number is: Name and address must be as above

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

SIGNATURE _____ EXPIRY DATE _____

Cheques or Postal Orders payable to:

OFFICIAL SECRETS or SPECIAL RESERVE
Dept. ACE, PO BOX 847, HARLOW CM21 9PH

Special Reserve and Official Secrets are trading names of Inter-Mediates Ltd. Registered in England Number 2054713.

BOTTOMS UP!

Fantasy hits the Trolls'Bottom this month as Tony Ross checks out the latest PBM offerings....

Fantasy is the subject this month, starting with a fun game from KJC games.

TROLL'S BOTTOM
KJC GAMES

Somewhere far from any land is the rarely-seen island of *Troll's Bottom*, so named because of the creatures that live there. Trolls are ugly, strong, always hungry beasts whose purpose in life is to clear all other trolls from the island, and prepare it for a honeymoon.

The island is made up of 400 holes, all quite shallow at the start. Trolls move from hole to hole on the surface or underground through connecting tunnels which can only be made once a hole has been dug deep enough.

Life is simple though not really idyllic. Trolls move around hunting for food, digging holes & tunnels, spying on each other, and sometimes robbing or fighting. Each troll has a pet vulture that flies around locating other other trolls and carrying food and weapons to them.

Making life awkward are Giant Eagles, Balrogs and burrowing Moonworms. Balrogs are the worst as they are easily offended and will retaliate by commanding trolls to kill the offender. Woe to any that dare disobey! Moonworms dig tunnels between holes which gets messy if any of the holes have hot lava in them...

Every Troll uses some of his strength in doing actions and these can affect his *build* and *sanity*. At one extreme there is a dangerously insane limbless cripple, at the other a dangerously sane hysterically happy troll.

Winning the game is straight-forward. Just be the last survivor. What has happened in my game (no names, no pack drill...) is that several trolls have ganged up together and gone round killing off solitary trolls. I had a couple of allies but they got bumped off, followed shortly by me! My ghost, (well my Troll's Ghost) now inhabits hole 213. Of course, I'm out of the game.

Players of It's A crime will feel at home with the order system. It uses single letter orders and players can do a single or double turn costing £1.00 or £1.50. It costs nothing to join and the first two turns are free.

Originally, Troll was run by Project Basilisk, but was then bought by KJC Games who moved it from Amstrad PCWs onto PCs, adding new features on the way. It should soon have a bit more including a travelling Wizard who doesn't like noisy trolls.

There's a lot of humour in Troll but I'm not so sure that serious PBMers will go for it. This is not a game for the dangerously sane player!

COMPLEXITY	4	ENJOYMENT	7
PRESENTATION	7	SKILL	5

ACE RATING 6

DARK BLADES
STANDARD GAMES PBM

Continuing the fantasy theme is *Dark Blades*, by a company better known for its range of combat boardgames – *Cry Havoc*, for example. This is Standard's first sally into PBM and they have retained the colourful presentation from their boardgames, by providing an illustrated box and A3 colour map.

The island of Labrynthia is the setting for a clash between mankind and the half-breed race of Mon-Ogres. Both races loathe each other so much that they will fight to the death when together. Players choose either race and can be a party of 3 warriors or a trader in charge of a village.

Warriors wander the island recruiting new characters to their party, fighting, doing jobs for traders and generally becoming more powerful.

Traders spend the time developing their village, deciding production & prices, looking after the population and running mule trains to other villages for trading. Parties can be hired to guard the mule train or attack other villages & settlements.

So far in my village, things have been tranquil. I'm a human trader and I've just ordered crops planted. There havn't been any visitors yet but we've hung out the welcome signs, sent messengers out announcing our opening sale and are now awaiting the stampede.

Graphically the printouts are probably the best I've seen in any game. A lot of thought has gone into them, from the hexagonal map & terrain features (shades of *Vorcon Wars* here) to the price list which is surrounded by a castle.

If I have a criticism, it is that the game starts too slowly. As it costs £5.00 to join, I think a lot of players will stay in to see what happens but I'm still waiting for exciting things. It seems there are several quests to perform and I'm looking forward to these.

For £1.25 a turn it looks interesting and seems good value. Its been running since March, and Standard have changed things a little to accommodate players wishes.

There is even a gold plated dragon worth £1000 as a prize. On present playing, I don't think there is much danger of me winning it!

COMPLEXITY	7	ENJOYMENT	6
PRESENTATION	9	SKILL	7

ACE RATING 7

PBM NEWS

Mitre Games, one of the bigger UK PBM companies has gone into liquidation after making bad trading losses. Mitre ran games like *Global Supremacy*, *Tribes of Crane* & *Midgard* and had a couple of thousand players.

As far as I can tell, Mitre are trying to sell these games off to pay debts and have someone else continue running them. If someone buys them, perhaps they could let us know at ACE. It's to be hoped that players get some of their money back if the games don't continue.

Some of Mitre's games were so complicated that fees of 30 pounds for a turn were not unusual!

Casus Belli, the military strategy game formerly run by No-Dice games in N. Ireland has now been taken over by KJC Games and restarted. It had run into processing difficulties and many players had not received a turn for over three months. KJC are also working on a new 100-player version, but will continue running the original until the games finish.

ADDRESSES

KJC Games, PO BOX 11, Cleveleys, Blackpool, FY5 2UL
Standard Games PBM, Arlon House, Station Road, Kings Langley, Hertfordshire, WD4 8LF.

GET INTO CRIME!

In the late 1990's the streets of New York are a jungle. You are the ice cool leader of a gang of drug crazed terrorists. Your main goal is to become the richest, toughest and most notorious gang in the city.

DARE YOU PLAY.....

FREE OFFER

FREE! SEND YOUR NAME AND ADDRESS TODAY FOR YOUR FREE TRIAL OF **IT'S A CRIME** THE WORLDS MOST POPULAR PLAY-BY-MAIL GAME

Write to:–

KJC GAMES, PO BOX 11, CLEVELEYS, BLACKPOOL, LANCS FY5 2UL.

CATCH 32

The power micros are on their way – but will anyone buy them when they get here? And will the software industry support them, come to that? *Arthur King* reports on how the Acorn Archimedes, the world's first 32-bit home micro, is shaping up as an entertainment machine one year after its launch. Meanwhile, *Andy Wilton* ponders the implications for the new generation of heavyweights just over the horizon...

IN FUTURE

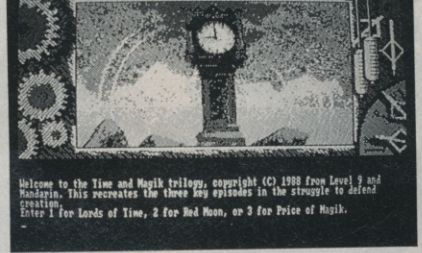
Various estimates put the number of Archies in use up above the 10,000 mark and growing steadily, but this is still small potatoes compared to either the ST or Amiga. To make matters worse, a large proportion of these are in schools or colleges where they're very unlikely to be used for running entertainment software. This means that games royalties are low compared to other formats, and being tough to convert they aren't really commercial propositions for programmers.

Software houses feel much the same way: Superior Software boss Richard Hanson spoke out recently over disappointing sales of *Zarch* and *Conqueror* – this despite the high proportion of Archie owners they reached. Quite simply, the market isn't big enough for the big boys to move in, and while the machine remains so expensive that'll probably remain the case.

If the Archie badly needs a price cut, most people would say it doesn't really need either greater speed or more memory – but it's about to get both. Next year a new version of the ARM will appear complete with an 'on-chip instruction cache', a clever little feature which could boost its performance substantially. There's also the prospect of an update to MEMC, the Archie's memory controller, so that it can cope with more than the current 4Mb maximum. These point to a movement upmarket, with Acorn aiming to take on high-performance workstation manufacturers like Sun and Apollo. What a shame: the ARM chip-set could power an amazing arcade machine!

PLAYING POSSUM

The Archie could be the hottest games machine out there bar none, but at time of writing you could count the number of commercially released games for it on the fingers of one hand. Since its launch over a year ago now the Archimedes has spawned just eight titles: *Zarch, Conqueror, Hoverbod* (an arcade adventure slightly reminiscent of *Starquake*), *Minotaur, Missile Control, Quazer, Alerion* (a recently released *Xevious* style shoot-em-up) and a budget pack from Fazzsoft.



This is the PC version of *Time and Magik* (Mandarin) but it still runs fine on the Archie thanks to PC emulation. Clever stuff!

Only about half of these would pass as full-price products on the ST or Amiga. Some of them are written in Basic and only suffer slightly from it, which says something about the maturity of the market but also hints tantalisingly at the Archie's raw power.

Don't get the impression that the games scene is completely stagnant: Grand Slam have promised full support for the Archie starting with a conversion of *Terramex*, while Superior are working on what they claim will be the ultimate *Repton*-style mazes and boulders game. If you're feeling patient you could hold out for *Elite II*, but it certainly won't be out this year. (Serious types with PC emulators can get games support by the back door – even *Flight Simulator* will run OK – but they will find things move rather slowly.)

When tough-talking Atari boss Jack Tramiel first came out with his famous 'bangs per buck' slogan, the Archimedes was no more than a blueprint on an Acorn drawing board. If Jack had seen it coming he might have kept his mouth shut, because three years down the line the Archie offers something like twice the power-to-price ratio of the ST. Does that mean Atari are living in fear of the coming 32-bit era? Very far from it, of course: for all its high performance, one year after launch there are probably fewer than one tenth as many Archies in the UK as there are STs, and the gap isn't narrowing. Why not?

Well, the Archie may be more powerful than anything Atari or Commodore have on offer just at the moment, but after a year of price fluctuations it still costs more than an ST and an Amiga *put together*. Its £800 price tag makes Acorn's 32-bit wonder tremendous value for money, but there simply aren't very many people with that much spare cash to spend on a micro. The last home machine to succeed in the UK market at that price would have been the Commodore PET or Apple II way back before the ZX80 came out, and it really wasn't a very big market back then. Work out what £800 would get you in video equipment or foreign holidays and you can see why!

The other big factor involved here, of course, is software support. The newer a machine is, the less familiar programmers are with it – and that's bound to be reflected in the software quality. Add to that the fact that a new – and particularly an expensive new – micro can't have a very large user base as yet, so software houses are less inclined to publish those programs that do get written.

GROWING PAINS

To an extent these are just the problems that any new machine has. The ST took a long time to come through against existing machines like the C64. Such early ST software as did come along was usually pretty unimpressive in terms of the machine's capabilities, with the outstanding titles – things like *Starglider* and *The Pawn* – seeming pretty tame by today's standards. The Amiga was the same: it's taken almost three years to come through from prototypes to the repackaged, cut-price, commercially successful, 'supported' A500 of today – and it's still not decisively won out.

Viewed in perspective, though, this process -programmers learning a machine, users buying it in numbers and big business moving in to support it – all seems to be taking longer for each new machine. The Amiga had a close architectural similarity to the ST as a boost, and even the ST managed to trade off the defunct QL software base to a degree, but still it all took a long time to work its way through. As we move into the age of power micros using brand new *RISC* (Reduced Instruction Set Chip) technology, this could drag out still further.

It's not just that the chips are new and unfamiliar (though they are). It's also that micros today are vastly more complex than those of the great 1983-4 computer boom, at least if you're trying to program them well.

This complexity can be subtle: though the Amiga for example is difficult to program full stop, the ST and Archie are both quite 'clean' designs. The problem is that using the power of these machines properly is so much harder.

Take graphics, for example. On the Spectrum, writing a full spec art package is just a matter of shoehorning some fairly straightforward routines into a small memory. There's no question of writing ray-tracing routines, providing anti-aliasing facilities or (until very recently at any rate) allowing for digital signal processing on grabbed video frames. For a state of the art Archie package you'd have to do all that and more before you actually impressed anyone.

The same goes for games. Once even wire-frame 3D was a mystery to the average programmer, while polygon-filling and other solid 3D routines were strictly for mainframes. Now we're fast approaching the point where these skills are on a par with sprite-handling techniques – an essential part of a games programmer's repertoire, in other words. Where will it all end?

THE NEW WAVE

Don't imagine that this is all idle speculation either. Transputer home micros will be here soon, probably within five years, and fast chips are already upon us. The ARM isn't the

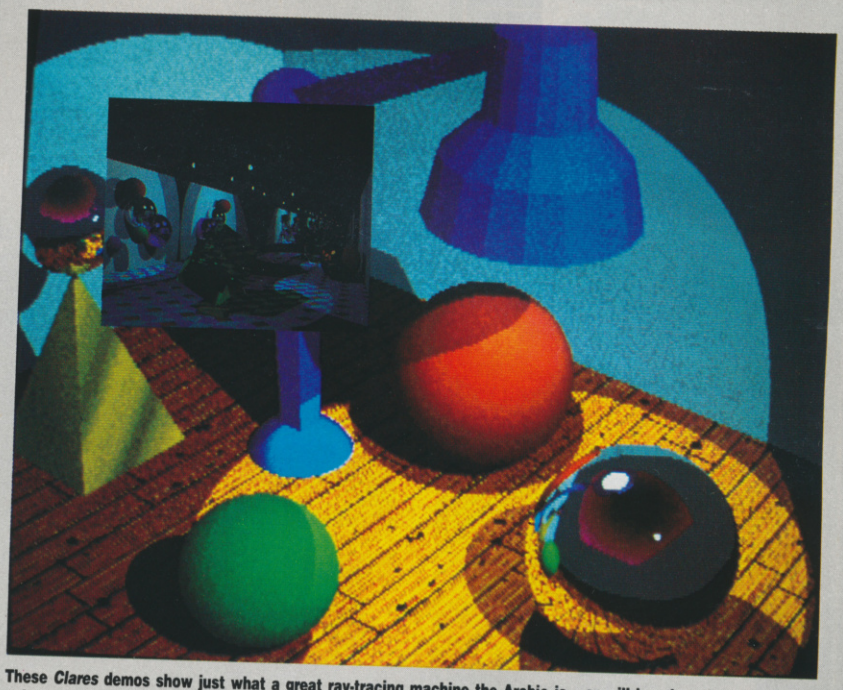
The landscap blurs as you blast your way through *Alerion* (DABS Press). Nothing unusual for the ST or Amiga, but even scrolling shoot-em-ups are rare on the Archie!

only RISC chip out there: most of the others are meant for very high-tech applications but, as Flare showed so clearly with their DSP chip, this kind of technology is well within the reach of individual manufacturers.

RISC isn't the only way to step up micro power either. The next generation of Amigas, the A2500 and A3000, will use faster members of the 68000 family, 32-bits wide rather than 16 and running at higher clock speeds. These may have the benefit of compatibility with old 68000 software, but they'll only be really worth buying when programmers gear up to use that extra power productively.

Busting out of the micro ghetto is a tough job for a new machine, and it's getting tougher with every technological leap forward. In the long run the only answer is for enthusiastic, even commercially foolish companies and individuals to produce quality software, just for the sheer love of it, and for the rest of us to get our wallets out. Assuming, of course, prices are low enough that pioneering souls can actually find the money. ●

SCREEN & SOUND



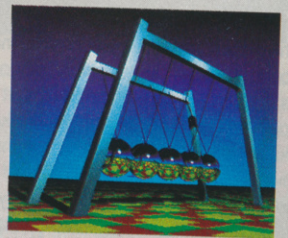
These *Clares* demos show just what a great ray-tracing machine the Archie is – or will be when they release the software, at any rate!

Visually, the Archimedes could be the most exciting micro under £4000. It takes an Apple Mac II to better the 256-colour 640 x 256-resolution display which even the cheapest Archie can display on a standard RGB monitor. With fancy multi-sync monitors the machine can do even better: this does tend to 'lock out' the processor, slowing it down to half or even a quarter of its normal speed, but that still makes it as fast as an ST!

The Archie's got a lot about it to attract graphics and video developers besides high resolution. It's powerful enough for some speedy ray-tracing for one thing, not to mention the odd bit of fractal-processing. What's more, its colour range makes 'anti-aliasing' a practical proposition. This technique 'smooths off' jagged edges of objects by clever pixel colouring, and can vastly improve the quality of a display. Classy looking anti-aliased fonts are available as standard on the Archie.

There are a number of art packages for the Archie, notably *Artisan* from Clares Micro Supplies and *Leonardo* from Beard Technology, but even these worthies fall some way short of their ST or Amiga counterparts. They lack sophisticated object distortion, can't animate by colour switching, can't ray-trace and – most damagingly of all – can't use the full 256 colour mode.

The good news here is that Clares are now working on *Artisan Professional*, a package that should make good most of these shortcomings. Also still in the wings is the impressive looking art package AMS were showing off at the Personal Computer World Show last year. It's finished now, is due for release very soon under the name of *Finesse Paint*, and will be on display at this year's (now renamed) Personal Computer Show.



More *Clares* ray-traced demos.They do it with mirrors of course!

On the desktop video side of things, again the Archie has a great deal of potential. This market niche is fast expanding in the States, where the ability to title or manipulate video images is in big demand. There the machine of the moment is the Amiga, but with its genlock upgrade the Archie could do even better, gaining a nice toe-hold for itself here in the UK – with the right software. Archie-generated sequences have already been used in a couple of TV quiz shows, for example.

On the face of it the Archie's got a lot to offer music and sound fans too. Eight built-in stereo channels are complemented by a couple of MIDI add-ons, and already there are a few impressive hardware/software packages available to help you exploit these features.

Top of the audio buff's shopping list must be the excellent *Armadillo* sound sampler card. Games such as Conqueror, Missile Control and the newly released Alerion all feature liberal sprinklings of Armadillo samples, while Acorn have recently used the card to sample several minutes of Jean Michel Jarre for a music demo disk. The Armadillo weighs in at £120 for the basic package, with an optional Fourier waveform analysis program setting real devotees back another £45.

Electro Music Research (EMR) offer a *Sound Synthesis* program which adds eleven extra sampled waveforms to the Archie's basic wave, string and percussion sounds. You can manipulate the waveform data to produce new sounds of your own, but if you're really serious about this you'd do better to stick with the Armadillo sampler.

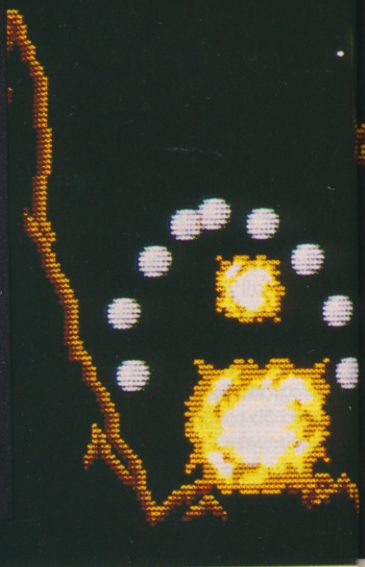
OIDS

There now follows a public service announcement for all players having any difficulty whatsoever with *Oids* on the ST:

The following listing (which must be typed in using lower case only) will give you infinite lives.

```
10 rem omit line 30 if you are using the new ST basic
20 dim a%(770):cheat=varptr(a%(1))
30 def seg=0
40 gload "a:start.prg",cheat
50 poke cheat+&h260,&h357c: poke
cheat+&h262,&h302c
```

NEIL LUCKMAN, Birmingham



This month's tips include some juicy hints on big games such as *Pandora*, *Leatherneck* and *Gauntlet II*, all to help you push your high scores ever higher. We've seen a glut of tips for 16-bit machines, but not too many on those Spectrums, CPCs and 64s. Come on 8-bitters, we know you're still out there (we've typed in all those reader surveys you sent in)! Never forget to keep sending 'em in – you could win a smash piece of software for your micro!

FOOTBALL DIRECTOR

Here is the definitive playing guide.

THE FIRST SEASON:
The whole game hinges on the mid-fielders, so spend the majority of your money on mid-fielders as they create goal opportunities. It is possible to score lots of goals even if your strikers have poor skill levels. If you get the opportunity to go up a division, don't! If you go up a level too early you will be put back down pretty quickly. By season 3 your players' skill levels have increased sufficiently to try for promotion.

DIVISION THREE:
Again, do not try for promotion until your players have skill levels of about six or seven. It is difficult to progress far in this game without money, so here's the killer – If you are winning consistently and are confident in your team and coach, then bet £100,000 at 72-1 on the league cup. Now save the game every seven games or after every league cup game. If you lose, reload and try again. Your opponents will randomize their skill and eventually with perseverence you'll win. Do this until you win the cup. The following season you'll be credited with over £6,000,000.

Do the same the next season, but spend your money quickly before the large bills for crowd violence start arriving.

COACH AND PHYSIO:
This is very important. In division four it is best to have no coach but always have a physio. If your team is at the bottom then employ an edited coach (i.e. one you have typed in yourself). Also, always have the name of the coach and physio the same. If they do not do well, sack them!

TRANSFERS:
The worst thing in the game is when you get an excellent player and then he gets a testimonial, so you lose him. This is because he is too old – when in the transfer market you get a players name, number and skill; the number is his age, and you should not buy player over 28 years old. Always bid the maximum amount for a player to ensure that you get him.

STANDS:
Only build a stand when you can afford it. Your current stand can only hold 18,000 spectators so your gate receipts are limited, even for big games.

DIVISION TWO:
Invest in a goalie with skill level of nine, and some good defenders. Remember to have a further bet.

DIVISION ONE:
This division depends entirely on your coach. So it is advisable to change your coaches around to find the best one. If you get in the top four you will get into the UEFA Cup. If you become champions you will go into the European Cup.

There you have it, the Football Directors Bible.

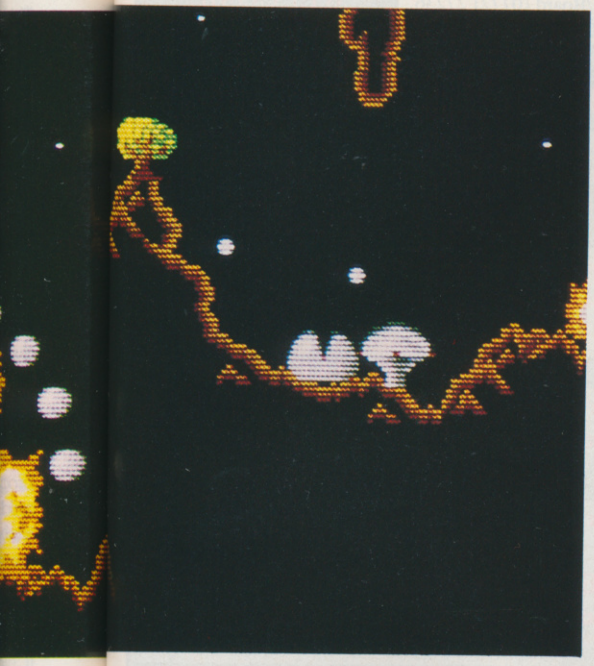
RICHARD REEVES, Sutton Coldfield

SUPER SAM

A quick and easy way of gaining extra lives on the Amstrad for this budget game from Budgie Software.

By pressing 'CTRL', 'SHIFT' and 'COPY' together an extra life is obtained. This can be done over and over again to make the game extremely easy.

JOE EMMERSON, Morecambe



BETTER DEAD THAN ALIEN

Here's the complete set of codes for both the ST and Amiga versions.

LEVEL	PASSWORD	COMMENT
001	ELEKTRA	PRACTICE
002	SYZYGY	A DODDLE
003	DRAMBUIE	VERY EASY
004	PLUG	EASY
005	SOPRANO	QUITE EASY
006	MAYONNAISE	AVERAGE
007	FAUCET	SOME EFFORT
008	POTATO	MUCH EFFORT
009	WOOMERA	GREAT EFFORT
010	NARCISSUS	TOTAL EFFORT
011	DEBUTANTE	HARD!
012	FIRKIN	REAL HARD
013	ACOUSTIC	VERY HARD
014	TRIPTYCH	LUDICROUS
015	JABBERWOCKY	ABSURD
016	WHIMSICAL	POSSIBLE?
017	CORNUCOPIA	DO THIS ONE!
018	PUNJABI	OK, NOW THIS
019	TIDDLY POM	STILL HERE?!
020	KEWPIE DOLL	BRILLIANT!
021	SEPULCHRE	IMPOSSIBLE..
022	EUPHEMISM	..OR WAS IT?
023	GRAMMARIAN	THE END.
024	CROSSWORD	THE END II
025	QUARANTINE	THAT'S IT.

STEVE WILLIAMS, Co Durham

PANDORA

Here is a very helpful list of tips for this great arcade adventure from Firebird.

- The Diabetic needs the Needle and Insulin.
- The Hooligan has the Prophylactic and the Iridium Mace.
- The Engineer has the ID Engineer and the Sonic Screwdriver.
- The Defence CTRL has the ElectroTruncheon.
- The Second Officer has the Insulin and needs the Sonic Blaster.
- The RSRC Officer has the ID RSRC.
- The Scientist has the ID Scientist.
- The Chemist has the Needle and needs the Book.
- The Driffid needs Sunlight.
- The Doctor has the Squash Ball.
- The Medic has the ID Medic.
- The Gardener has the Insecticide.
- The Deathfly has the Deathsting.
- The Awol Officer has the ID AWOL (a quick way of the ship).
- The Technician has the Bottle of Gin.
- The Robomechanic has the Code Red and needs the Boost and the Flexible Tool.
- The Lord of Ice has the Thermolance.
- The Squash Player has the Electro Boost and needs the Squash Ball.
- The Drunkard has the Glass and needs a drink.
- The Wackobrain has the Sandworm, Electrotruncheon, Wookey Wig and Broken Orak.
- The Bank Manager needs Money.
- The Lt Commander has the ID Lt Commander.
- The Commander has the Code Blue, the Code Green and the ID Commander.
- The Thief has the Sonic Blaster.
- The Priest has the PhotoSabre.
- The Captain has the Floppy Disc.

- To get into the Engineering Level you need the ID Engineer.
- To get into the Commander's Room you need the LT Commander's ID.
- To get into the Captain's Room you need the Commander's ID.
- A Bible is found in the Priest's Room.
- A book of Shakespeare is found in the Commander's Room.
- A Globe is found in the Bank Manager's Room.
- An Ostron Egg is found in the LT Commander's Room.
- ID AWOL takes you off the ship at the bottom of the garden.
- Shoot the thief with the Lazer Rifle from the Second Officer's Room.

That is all we are going to tell you for now as we don't want to spoil your fun!!

S.M. STOCKS, Chesterfield.

GAUNTLET II

This tip offers 50,000 health points to help you on your way with the excellent ST version of the arcade smash.

When your character opens a locked treasure chest hold down the 'HELP' key, then open a second treasure chest with the 'INSERT' key held down. A golden cross appears instead of the second chest, and this cross boosts your health points to 50,000 and gives you reflective and super shots for the duration of the level.

THE JESTER, Trowbridge

ATARI
THE LEADING NORTH WEST SPECIALIST ATARI DEALER

LADBROKE COMPUTING INTERNATIONAL

33 Ormskirk Road,
Preston, Lancs, PR1 2QP.
Tel: (0772) 21474 (1 line)
(0772) 203166 (5 lines)
Bul/Board (0772) 27236
6.00pm to 9.00pm

DEALER ENQUIRIES WELCOME

HARDWARE

BUSINESS SYSTEMS

MEGA ST 2	£1034.99
MEGA ST 4	£1379.99
DTP SYSTEM 1	£2874.99
DTP SYSTEM 2	£3449.99
PC2 SD	£689.99
PC2 HD	£1092.49
PC3 DD	£747.49

520 STFM's Summer Pack

520 STFM + 1Mg internal drive+joystick +over £400 of latest release software for only £399
1040 STF's £480
While stocks last.
External Modulators for the 1040 STF's £54.99
SM124 Mono mon £139
SC1224 colour £375
Philips 8883 colour monitor £299
Tv's and others phone

Any of above bought with a computer Deduct £10.

CUMANA 1MG DRIVES

Why pay a little less for an inferior second drive when we can supply you with a top quality Drive for only £109.

PERIPHERALS

Triangle 1Mg drive		£119
Pro Draw Tablet		phone
Image Scanner		£89
Hawk Scanner		£1250
CRP Tablets	A4	£414
	A3	£818

Atari 520 STM's phone for Availability.
Commadore Amiga+3 software titles+Mouse. £399

MUSIC

We stock Music Software and Hardware for the ST including a range of AKAI samplers and synths. Suitable for Hobbyist and Professional applications. Come in for a demo of the power and versatility of the Akai Hardware.

PRINTERS

Star LC10	£225
Star LC10 Colour	£275
Citizen LP10	£199
NEC 2200	£375
Epson LQ500	£375
Star LC10/24	Phone
Epson LQ800	Phone
Gachen	£199
SLM804 Laser	£1350

The Atari SLM 804 Includes a 90 day Warranty.
All Printers Come Complete With Cables ETC.
Interfaces Are Separate.

HARD DISKS

Atari	20mg	£575
Supra	20mg	£575
Triangle	20mg	£499
Triangle	40mg	£699

UPGRADES

2.5 and 4Mg Upgrades are available to fit the old 520 STFM boards only.

Upgrade boards	£135
Boards + DRAM	phone
1 Mg STM (fitted)	£105
1 Mg STFM (kit)	£90
STFM Upgrade fitting service.	£15

If any of the above Upgrades are purchased with Hardware then deduct £5 from total. Prices will be held as long as possible.

Our Atari trained engineers will repair all hardware in minimum time at competitive rates.

DUST COVERS

Computers	£3.99
Monitors	£4.99
Disk Drives	£2.99
Hard Disks	£4.99
Printers	£7.99

SOFTWARE

SPELL AND ADD WITH OSCAR £12.99 EACH

Spell teaches keyboard skills, spelling and motor coordination while Add teaches addition, subtraction,multiplication and division.

QUICK LIST PLUS & MASTERMAT £6.99

Directory Database Compiler with customised format and copy protect prog on same disk.

AB ANIMATOR £14.99

Animated Graphics Tool for the ST. Supports GFA and FAST Basics. Compatible with DEGAS and NEOCHROME files. Full Facilities such as Draw, Fill, Grid Copy etc. Includes FREE basic routines and demo progs.

PICSTRIP £6.99

Full screen picture manipulator. Supports GFA, FAST and ST BASICs. Compatible with DEGAS, NEOCHROME and AB ANIMATOR. Grab all or part of a picture in all resolutions.

MAGNETIC MEDIA

3.5" D/S Q/D			5.25" D/S D/D 96 TPI		
10	10+box	100+box	10	10+box	100+box
£14	£15.50	£140	£6.50	£8.00	£70

High Quality VHS Video Tapes.

Each	£2.99	For 4	£11.40
For 2	£5.80	For 10	£26.00

All Disks are Top Quality SONY products and are covered by an unconditional lifetime guarantee.
We also stock a full range of quality P/D ST Software at £3.99 per Disk(discounts for Software club members).
Send S.A.E. for catalogue.

LADBROKE COMPUTING SOFTWARE CLUB

Forget bargain hunting let Ladbroke Computing do the hunting for you.
For an annual membership fee of just £10 we will GUARANTEE a saving to you the member of 15% off MRRP(members only). We will also keep you up to date on new releases in the Software and Hardware worlds and of any special offers , up to 30% reductions , in the future.
Phone for Application form or write to address below.

TO ORDER Simply send, or phone your order, stating full name, address, VISA or ACCESS No's, Cheque or Money Order.
Make payable to :
LADBROKE COMPUTING INTERNATIONAL. SEND SAE FOR FULL CATOLOGUE.

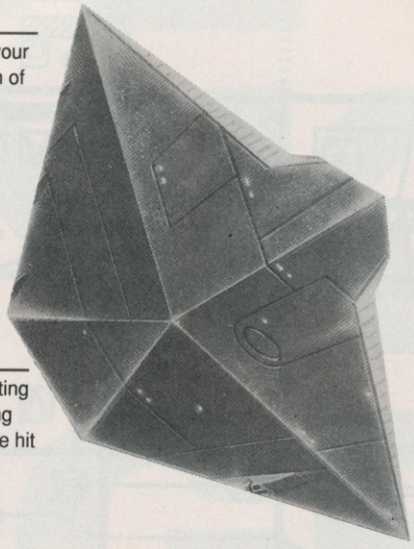
Our mail order dept. gives the same excellent service to our customers as our premises at the above address has done for the past 8 years. All Software/Hardware has been tested prior to delivery thus ensureing that customers receive working items and the frustration of returning faulty goods is now a thing of the past.
This kind of quality service does cost a little more but in the long run it is far cheaper.
All prices fully inclusive of VAT, Delivery, there are NO hidden extras. WYSIWYG.
For next day delivery add £3. Prices correct at time of going to press and are subject to change without prior notice.

VIRUS

These timely tips should help anyone having difficulty with this superb game.

IN ATTACK

When attacking aliens, always try to be above your target as it's much easier to control the direction of your hovercraft when it's pitched down.



SEEDERS

These are the easiest of the lot and you should have no trouble taking them out. Try flying directly over them and firing downwards.

BOMBERS

Try to fly alongside the bombers rather than waiting for them to pass you. Be careful though of getting too close behind him because otherwise you'll be hit by the parachute bombs.

PESTS

Stay near the ground so you can see their shadows. By watching the shadow, you should be able to work out its path. Then try to point at where it's going, thrust up gently when it passes over you, and start firing.

DRONES, MUTANTS AND FIGHTERS

Again, stay near the ground so you can see their shadows, and keep the craft low and moving slowly in one direction. At first they will circle you, and then they will pitch downwards and start to thrust. This indicates that they are about to dive on you and you should now ensure that the craft is behind you, otherwise you are likely to collide. Wait for the alien to come onto the screen then turn around and start firing and thrusting upwards. You can pursue the alien upwards until you destroy it, but it's probably best to fall back to the ground and start again should you lose sight of the alien. Also be careful not to get too high, because once your engines have cut-out you will become a sitting duck for the aliens.

ATTRACTORS

If you are going to destroy these with missiles, try to launch the missile when the attractor is over a flat piece of land or sea because otherwise the missile is likely to hit the ground. Alternatively, you can try to hit it the five times needed to destroy it by staying low as you approach the attractor, because if you are too high above it, it will pull you into the ground. When it starts to pull you, start firing and thrusting. By thrusting, you should be able to avoid crashing into it, and with some luck, some of your bullets should hit it as you are pulled back and forth over it. However, once you only have one third of your fuel left, it is probably best to try to dis-engage. The easiest way to do this is to first thrust in one direction away from the attractor, then turn round and thrust towards and over the attractor. The speed you gain from thrusting and the pull of the attractor should be enough to break away from it.

MYSTERY SPACECRAFT

This first appears on wave six and is represented by a black dot on your scanner. The ship is grey and flies fairly high but only slowly through the air. It scores 2000 points for a kill and defends itself by firing small pest-like objects at you. The ship needs multiple hits to destroy it and is able to jam your missiles on wave seven and beyond. The easiest way to destroy it is to hover near to it by watching its shadow and then thrust straight up. Try to get as many hits on it as you can when you see it, but break off the attack after it's launched more than three of it's mini-pests. Destroy these away from the spaceship before attacking it again.

A. THAYA-PARAN, Billericay.

SOFTWARE GIVEAWAY!!

S.M. Stocks picks up this month's goody bag of software prizes - Starglider 2, Eliminator, Helter Skelter, Virus, Whirligig and Super Hang-On. Wow!
Steve Williams also picks up a copy of Starglider 2 and The Jester wins a copy of Super Hang-On. Richard Reeves wins himself a copy of Dark Side for his C64 and Neil Luckman walks away with a copy of Whirligig and Lindsay McEwan grabs a copy of Barbarian II.
Get those maps, tips and pokes rolling into the address below, and YOU could earn yourself some fantastic prizes! Don't just sit there - do it!

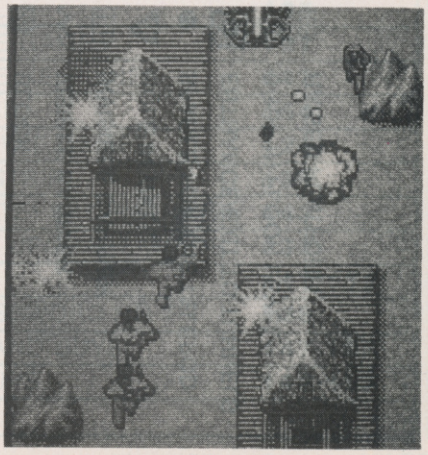
TRICKS 'N' TACTICS
ACE
4 QUEEN STREET
BATH
BA1 1EJ

LEATHERNECK

How about invincibility for all players on the ST and Amiga.

Start the game and type 'CUTHBERTNECK', then press F3. This will give all players protection from enemy fire, but not from your teammates' bullets. To return to normal press F3 once again.

JOHN LEE, Walthamstow



DARK SIDE

Lindsay McEwan of Glasgow has kindly sent us in this map for *Dark Side* so that we may help all you out there who are having any problems finding your way around.

THE KEY

- ECD
- TRANSPORTER
- TELEPOD
- PRISON TOWER
- FUEL STORE
- SHIELD STORE
- TREE
- DOOR
- DOOR BEHIND WALL
- START
- CRYSTAL
- WALL
- BUILDING
- BLOCK
- VISIBLE BARRIER
- INVISIBLE BARRIER
- HOLE IN WALL
- SPARES FOR THE TELEPOD
- ENTRANCE/EXIT TO TUNNELS
- DROP IN FLOOR LEVEL
- RAISED PLATFORM

THE SECTORS

THE TUNNELS

THE NAMES

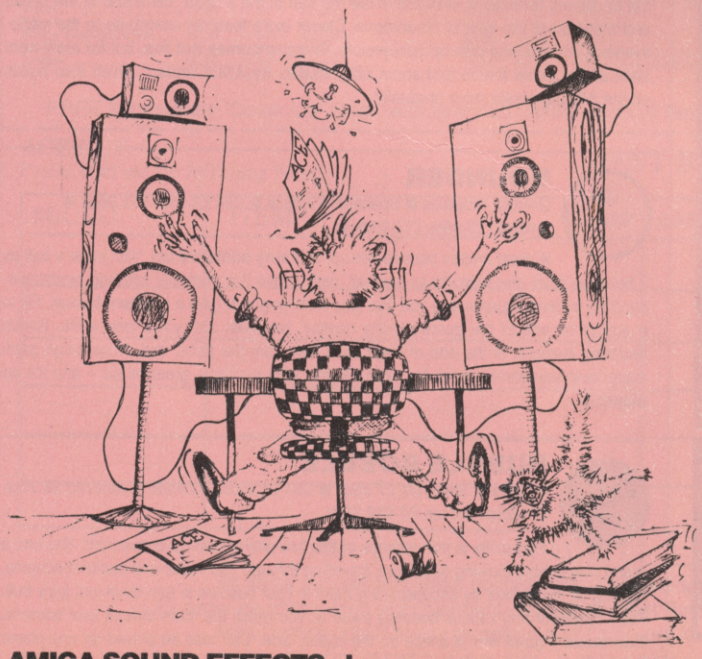
OBERON
|
NEREICL - TITANIA - ANTARES
|
UMBRIEL
|
POLLOX - FOMALHAU - MONOCEROS
|
PROCYON
|
PSYCHE - SIRIUS - REGULUS
|
IAPETUS
|
THETHYS - GANYMEDE - TRITON

ACE PINK PAGES

DON'T FORGET! COME AND SEE US AT THE PC SHOW ON THE 16TH-18TH SEPTEMBER. STAND NUMBER 2628. BE THERE, OR BE FOOD FOR THROMBOBO.

Upgrading to a **more powerful computer**? Check the facts. Buying a **new game**? Check the ratings. Bored with **life**? Check the puzzles. All in ACE's premier, pinkest, pages.

Thanks to **Andrew Thomson of Melbourne** for this masterpiece.



AMIGA SOUND EFFECTS...!

INDEX

● **N'Gar Thrombobo threatens the world, and the ACE Puzzle threatens your sanity in this month's pinkies...**

ACE PUZZLE NO 7	**135**
ACE SERIAL...	**135**
ADVENTURE GAMES	**127**
ADVENTURE HELPLINES	**147**
BLITTER END	**154**
ARCADE STYLE GAMES	**124**
CARTOON STRIP	**135**
EXTERMINATE! EXTERMINATE!	**143**
HARDWARE UPGRADE GUIDE	**132**
PENPALS	**147-152**
PRIZE CROSSWORD NO 7	**136**
SECOND HAND BUYS	**147-152**
USER GROUPS	**147-152**

Evesham Micros

All prices include VAT/delivery

ATARI® 520STFM SUMMER PACK!
Includes STFM with 1MEG drive, 22 games (retail value £413.94) & joystick.
Only £349.00

520 STFM latest version with 1MEG drive fitted	£279.00
1040 STF original version, special clearance bargain, only	£349.00
1040 STF as above, offer includes SM124 mono monitor	£449.00
1040 STFM latest model, includes TV modulator	£419.00
1040 STFM as above, with mono monitor	£529.00
Mega ST2 with mono monitor	£849.00
Mega ST4 with mono monitor	£1099.00
Atari SM124/5 mono monitor	£119.00
Atari SC1224 colour monitor	£349.00
Cumana CDA358 2 meg (dual) drive	£229.00
Atari SH205 hard disk, new style	£539.00
Pace Linnet Modem Pack inc.cable & software	£179.00
Philips CM8833 colour monitor c/w ST lead	£279.00
Philips CM8852 as above, higher resolution	£299.00

(Extra £10.00 discount on Phillips monitors if bought with an ST)

All ST prices include: mouse etc. PLUS 5 disks of software including wordprocessor, utilities, graphics, game and demos.
Phone us now for a quote on any combination of hardware.

Amiga & ST Drives

Why pay more?
High quality 2nd drives for the ST and Amiga at an ultra low price
only **£99.95** inc.VAT

★ Very Quiet
★ Slimline Styling
★ Fully Compatible
★ Top quality Citizen drive mechanism
★ External plug-in PSU for ST
★ Throughport for Amiga
★ 1Mb unformatted capacity
★ One year guarantee

DOUBLE TAKE!
PHILIPS TV/MONITOR
(MODEL 2201B)

High quality medium resolution colour TV/monitor now available to suit the ST or Amiga. Features full infra-red remote control, Euroconnector, Video/Audio input and headphone output connectors. Supplied with cable (please state computer type when ordering).

SPECIAL OFFER!
£199.00
Includes VAT, cable and next day delivery

DISECTOR ST V3 — **VERSION 3 NOW AVAILABLE!**

LATEST VERSION 3 FEATURES:

- ***PROTECTED SOFTWARE BACKUP*** - includes faster and more powerful Turbo Nibbler backup with 40 parameter options to transfer many more programs.
- ***ORGANISER ACCESSORY*** - extremely useful provides essential disk management commands including FORMAT, RENAME, DELETE etc.
- ***EXTRA FORMAT*** to maximise space on your disks provides over 15% additional user storage per disk!
- ***UNDELETE*** to recover accidentally lost files
- ***RAMDISK*** and ***SET DATE/TIME*** Accessories
- ***DISK ANALYSIS***
- ***DIRECTORY PRINTOUT***
- ***DISK SPEED CHECK***

Only £24.95

Existing users - upgrade your Disector ST disk to the latest version for only £7.95

POWERFUL disk utilities for all Atari ST Models

PRINTERS

All prices include VAT, delivery & cable

Star LC10 replaces the NL-10, features 4 NLQ fonts, paper parking, front panel operation, PLUS 2 extra ribbons free of charge!	£219.00
Star LC10 7-colour version of above LC-10 inc.2 free black ribbons	£269.00
Star LC24-10 NEW feature-packed 24pin printer (check availability)	£339.00
Star NB24-10 high 24pin quality, includes cut sheet feeder and 2 extra ribbons free of charge	£499.00
Star NX-15 budget wide carriage printer	£329.00
Star NB24-15 wide carr. version of NB24-10 inc. cut sheet feeder	£649.00
NEC P2200 budget 24pin 168/56cps	£319.00
Amstrad DMP3250DI good value 10" inc.serial and parallel ports	£189.00
Amstrad LQ3500 24pin at low price	£329.00
Amstrad DMP4000 fast wide carriage	£329.00
Panasonic KXP1081 ever reliable budget 10" printer 120/24cps	£179.00
Citizen 120D budget 10" printer 120cps	£149.00
Citizen LSP-100 budget 150/30cps 10" carriage	£169.00

How to order

All prices VAT/delivery inclusive
Next day delivery £5.00 extra
Send cheque, P.O. or ACCESS/VISA details
Phone with ACCESS/VISA details
Govt., educ. & PLC official orders welcome
All goods subject to availability E.&O.E.
Open to callers 6 days, 9.30-5.30
Telex: 333294 Fax: 0386 765354

Evesham Micros Ltd
63 Bridge Street
Evesham
Worcs WR11 4SF
Tel: 0386 765500

Also at: 1762 Pershore Rd., Cotteridge, Birmingham, B30 3BH Tel: 021 458 4564

ACE!

GAMES YOU'VE GOT TO HAVE

All of the following games are **ACE RATED**, that means they're all red hot masterpieces of computer entertainment. Some of the games were available long before the first issue of ACE came off the presses however, so we never had the chance to review them in the magazine. These games are marked with the **ACE CLASSIC** flash, and rest assured, they're all superb pieces of software and are well deserving of the title.

ARCADE STYLE

Including coin-op conversions. Games with a high fun factor and plenty of addictiveness feature here.

ARKANOID

ACE CLASSIC ★

Imagine ● Spectrum £7.95cs ● C64 £8.95cs £12.95dk ● Amstrad £8.95cs £14.95dk ● Atari XL/XE £8.95cs ● Atari ST £14.95dk ● MSX £8.95cs ● IBM PC £19.95dk

Conversion from *Arkanoid* the coin-op, in its turn the **best version** of the classic *Breakout*. Simple in concept: the player controls a bat at the base of the screen, whizzing it left and right. The object is to keep a small ball in play, bouncing it off the bat to destroy formations of bricks in the top half of the screen. Eliminate all the bricks and move on to the next of 33 screens. Clever extra features contribute to the addictiveness. As a faithful coin-op conversion, *Arkanoid* **comes out top**, but for a different slant on the same theme and some **nifty music**, try ASL's *Impact*, which also builds up the difficulty levels more gradually.

BOUNDER

ACE CLASSIC ★

Gremlin Graphics ● Spectrum £7.95cs ● C64 £9.95cs £12.95dk ● Amstrad £8.95cs £13.95dk ●

A great arcade bounce-em-up, and **very addictive** too. You guide a ball as it bounces from one platform to another, high above the vertically scrolling landscape. Land on marked squares and you can stay aloft longer or gain a **mystery bonus**. Fill in a gap or hit one of the game's many nasties, however, and you'll lose a life. Bonus bouncing sections at the end of each level help vary the pace, and those tough gaps really keep you coming back for more. Bright, witty graphics, great music – and it's **so playable**.

BUBBLE BOBBLE

ACE RATED 958 C64

Firebird ● Spectrum £7.95cs ● C64 £8.95cs £12.95dk ● Amstrad £8.95cs £14.95dk ● Atari ST £19.95dk

Playability is the essence of this two-player coin-op conversion. You and a friend play bubble-blowing dinosaurs, travelling through 100 maze-and-platform screens, fighting off the 'bullies' by encapsulating them in your bubbles to turn them into juicy fruit. More firepower and various bonuses await as you reach the more difficult later screens. **Enormously good fun**, if a little on the cutesy side. Can also be played as one player against the computer.

BEST BYTE

ACCESS CARD HOTLINE ☎ 0732 770508

2 QUARRY GARDENS, TONBRIDGE, KENT TN9 2SG

ALL ORDERS SENT BY FIRST CLASS POST WITHIN 24 HOURS (Subject to availability)

PROBABLY THE CHEAPEST SOFTWARE PRICES IN THE UK
SPECIAL OFFERS TO ACE READERS - UPTO 40% OFF RRP

ATARI ST

	RRP	OUR
5 Star Compilation	24.95	14.90
Action Service	19.95	11.90
Arkanoid Revenge of Doh	19.95	11.90
Army Moves	19.95	11.90
Barbarian II	14.99	9.50
Beyond the Ice Palace	19.99	11.90
Bionic Commandos	19.99	15.35
Captain Blood	24.99	14.90
Carrier Command	24.95	14.90
Corruption	24.95	14.90
Cybernoid	19.99	15.35
D.T.Olympic Challenge	19.95	11.90
Dungeon Master	24.95	14.90
E. Edwards Super Ski	19.99	11.90
Elite	24.95	14.90
Empire Strikes Back	19.95	11.90
Federation Free Traders	19.99	15.35
Fernandez Must Die	24.99	14.90
Flintstones	19.95	11.90
Football Manager 2	19.99	11.90
G'nius	19.95	11.90
Games-Winter Edition	19.99	15.35
Gauntlet 2	19.99	15.35
Helter Skelter	14.95	9.50
Heroes of the Lance	24.99	19.15
Hostages	24.95	14.90
Ikari Warriors	14.99	9.50
International Soccer	19.95	11.90
Jinxter	24.95	14.90
Kennedy Approach	24.95	14.90
Leaderboard Birdie	19.99	15.35
Leatherneck	19.95	11.90
Legend of the Sword	24.95	14.90
Lords of Conquest	19.95	11.90
Mars Cops	19.95	11.90
Maupiti	24.95	14.90
Mickey Mouse	19.99	15.35
Mortville Manor	24.95	14.90
Motorbike Madness	14.99	9.50
Nether World	19.99	15.35
Night Raider	19.99	15.35
Obliterator	24.95	14.90
Oids	19.95	11.90
Oops!	19.95	11.90
Operation Wolf	19.95	11.90
Outrun	19.95	15.35
Overlander	19.99	11.90
Pepsi Challenge Mad Mix	14.99	12.25
Platoon	19.95	11.90
Pool of Radiance	24.99	19.15
Quadralien	19.95	11.90
Quantum Paint	24.95	14.90
Road Blasters	19.99	15.35
STAC	39.99	25.90
Space Harrier	19.99	11.90
Star Goose	19.95	11.90
Star Ray	19.95	11.90
Starglider 2	24.95	14.90
Street Fighter	19.99	15.35
Summer Olympiad	19.95	11.90
Super Hang On	19.99	11.90
Tetris	19.95	11.90
The Kristal	29.99	17.90
Three Stooges	24.99	14.90
Thundercats	19.99	11.90
Time and Magik	19.95	11.90
Uninvited	24.99	14.90
Vectorball	14.99	9.50
Virus	19.95	11.90
Vroom	19.95	11.90
Wanderer	19.99	11.90
Where Time Stood Still	19.95	11.90
Whirligig	19.95	11.90
Zynaps	19.99	15.35
1943	19.99	15.35

AMIGA

	RRP	OUR
Alternate Reality-City	19.95	11.90
Army Moves	24.95	14.90
Barbarian II	19.99	11.90
Beyond the Ice Palace	24.99	14.90
Black Jack Academy	24.99	14.90
Black Lamp	19.95	11.90
Bubble Ghost	24.95	14.90
Buggy Boy	24.99	14.90
Captain Blood	24.95	14.90
Carrier Command	24.95	14.90
Corruption	24.95	14.90
Cybernoid	19.99	15.35
D.T.Olympic Challenge	24.95	14.90
E.Edwards Super Ski	19.99	11.90
Empire Strikes Back	19.95	11.90
Federation Free Traders	19.99	15.35
Flintstones	19.95	11.90
Football Manager 2	19.99	11.90
Games-Winter Edition	24.99	19.15
Giganoid	14.95	9.50
Green Beret	24.95	14.90
Gryzor	24.95	14.90
Helter Skelter	14.95	9.50
Heroes of the Lance	24.99	19.15
Hostages	24.95	14.90
Ikari Warriors	24.99	14.90
International Soccer	19.95	11.90
Jinxter	24.95	14.90
Leaderboard Birdie	24.99	19.15
Leatherneck	19.95	11.90
Legend of the Sword	24.95	14.90
Mars Cops	19.95	11.90
Mortville Manor	24.95	14.90
Mototbike Madness	14.99	9.50
Nether World	19.99	15.35
Night Raider	19.99	15.35
Obliterator	24.95	14.90
Oops!	19.95	11.90
Operation Wolf	24.95	14.90
Outrun	24.99	19.15
Overlander	24.99	14.90
Photon Paint	69.99	44.90
Photon Paint Expansion	19.95	11.90
Platoon	24.95	14.90
Pool of Radiance	24.99	19.15
Power Pyramids	19.95	11.90
Quadralien	19.95	11.90
Rally Run	19.95	11.90
Road Blasters	24.99	19.15
Rocket Ranger	29.99	17.90
Scrabble Delux	19.95	11.90
Sentinel	19.95	11.90
Space Harrier	24.99	14.90
Spider Tronix	19.95	11.90
Star Goose	19.95	11.90
Star Ray	24.95	14.90
Starglider 2	24.95	14.90
Street Fighter	24.99	19.15
Sub Battle Simulator	24.95	14.90
Summer Olympiad	19.95	11.90
Tanglewood	19.95	11.90
The Kristal	29.99	17.90
Three Stooges	29.99	17.90
Thundercats	24.99	14.90
Time and Magik	19.95	11.90
Tracker	24.95	14.90
Ultima IV	24.95	14.90
Uninvited	29.99	17.90
Vectorball	14.99	9.50
Virus	19.95	11.90
Vroom	19.95	11.90
Wanderer	24.99	14.90
Whirligig	19.95	11.90
Zynaps	19.99	15.35
1943	24.99	19.15

SPECTRUM

	CASS	DISK
19	6.40	
20 Chart Busters	7.40	
Action Force 2	5.90	9.50
Arcade Collection	6.90	11.50
Barbarian (Psygnosis)	6.40	
Barbarian II	6.40	9.50
Beyond the Ice Palace	5.30	8.50
Bionic Commandos	7.45	
Corruption		10.90
Blood Brothers	6.75	10.65
Carrier Command	9.50	10.90
Cyberroid 2	6.75	10.65
D.T.Olympic Challenge	5.30	9.50
Darkside	6.40	9.50
E.Edwards Superski	5.90	8.50
Earthlight	5.30	
Empire Strikes Back	6.40	9.50
Fernandez Must Die	5.30	8.50
Firefly	5.30	9.50
Flintstones	5.90	
Football Manager 2	6.40	9.50
Foxx Fights Back	5.90	8.50
G.I.Hero	5.30	8.50
G.Linekers Hotshot	6.75	10.65
G.Linekers Superskills	6.75	10.65
Game Set & Match	8.90	11.50
Games-Winter Edition	8.25	10.65
Gold, Silver, Bronze	12.95	16.75
Gorilla Wars	5.30	9.50
Gutz	5.30	9.50
Heroes of the Lance	8.25	12.25
History in Making	9.25	
Impossible Mission II	7.45	10.65
Intensity	5.30	
Jinxter		10.90
Karate Ace	10.95	
Last Ninja 2	8.50	
Leaderboard Par 3	12.25	15.35
Live Ammo	6.90	9.90
Magnificent 7	6.90	11.50
Maraunder	6.75	10.65
Matchday II	5.30	9.50
Mickey Mouse	6.75	10.65
Nether World	6.75	10.65
Night Raider	8.25	12.25
Oops!	5.30	9.50
Operation Wolf	5.30	9.50
Overlander	5.30	8.50
Pepsi Challenge Mad Mix	6.75	10.25
Pink Panther	6.75	10.65
Platoon	6.40	9.50
Power Pyramids	5.90	
Pro BMX Sim	4.20	
Pro Soccer Sim	4.20	
Rastan	5.30	9.50
Robocop	5.30	9.50
Salamander	5.30	9.50
Samurai Warrior	5.30	8.50
Skate Crazy	6.75	10.65
Soldier of Fortune	5.30	
Summer Olympiad	5.30	
Summertime Special	8.75	15.85
Super Sports	6.75	10.65
T-Wrecks	6.75	10.65
Ten Great Games III	8.75	
Time and Magik	9.50	9.50
Tracksuit Manager	6.40	
Typhoon	5.30	9.50
Ultimate Collected Works	10.65	12.75
Victory Road	5.30	9.50
Vindicator	5.30	9.50
Virus	5.30	8.50
We are the Champions	6.90	11.50
Where Time Stood Still	5.30	8.50
1943	7.45	10.65

CBM 64

	CASS	DISK
19	6.40	9.50
20 Chart Busters	7.40	
Arcade Collection	6.90	11.50
Barbarian (Psygnosis)	6.40	
Barbarian II	6.40	8.50
Beyond the Ice Palace	6.40	7.90
Bionic Commandos	8.25	12.25
Blood Brothers	8.25	12.25
Carrier Command	9.50	12.80
Corruption		10.90
Cybernoid 2	8.25	12.25
D.T.Olympic Challenge	5.90	9.50
Darkside	6.40	8.50
E.Edwards Super Ski	6.40	9.50
Empire Strikes Back	6.40	8.50
Fernandez Must Die	5.90	8.50
Firefly	5.90	
Flintstones	6.40	9.50
Football Manager 2	6.40	9.50
Foxx Fights Back	5.90	8.50
G.I.Hero	6.40	9.50
G.Linekers Hotshot	8.25	12.25
G.Lineker Superskills	8.25	12.25
Game Set & Match	8.90	11.50
Games Winter Edition	8.25	12.25
Gold, Silver, Bronze	12.95	16.75
Gorilla Wars	5.90	9.50
Gutz	5.90	
Heroes of the Lance	8.25	12.25
History in Making	9.25	13.25
Impossible Mission II	8.25	12.25
Intensity	6.40	9.50
Karate Ace	10.95	12.75
L.A.Crackdown		12.25
Last Ninja 2	8.50	9.50
Leaderboard Par 4	12.25	14.75
Live Ammo	6.90	9.90
Magnificent 7	6.90	11.50
Marauder	8.25	12.25
Matchday II	5.90	9.50
Mickey Mouse	8.25	12.25
Never World	8.25	12.25
Night Raider	8.25	12.25
Oops!	6.40	9.50
Operation Wolf	5.90	9.50
Overlander	6.40	7.90
P.Beardsley Football	6.40	9.50
Pepsi Challenge Mad Mix	6.75	10.25
Platoon	6.40	9.50
Pool of Radiance	8.25	12.25
Power Pyramids	6.40	9.50
President is Missing		8.50
Rastan	5.90	8.50
Red Storm Rising	9.50	12.80
Robocop	5.90	9.50
Roy of Rovers	8.25	12.25
Salamander	5.90	9.50
Skate Crazy	8.25	12.25
Soldier of Fortune	6.40	8.50
Street Sport Soccer	8.25	12.25
Summer Olympiad	6.40	9.50
Summertime Special	8.75	15.85
T-Wrecks	8.25	12.25
Ten Great Games III	8.75	
Three Stooges		9.50
Time and Magik	9.50	9.50
Tracksuit Manager	6.40	
Typhoon	5.90	9.50
Ultima V (4 disks)		15.50
Victory Road	5.90	9.50
Vindicator	5.90	9.50
We are the Champions	6.90	11.50
Where Time Stood Still	5.90	8.50
Xork I	6.40	
1943	8.25	12.25

AMSTRAD

	CASS	DISK
20 Chart Busters	7.40	
Arcade Collection	6.90	11.50
Barbarian II	6.40	9.50
Beyond the Ice Palace	6.40	9.50
Blood Brothers	8.25	12.25
Captain Blood	6.40	9.50
Carrier Command	9.50	12.80
Corruption		12.80
Cybernoid 2	8.25	12.25
D.T.Olympic Challenge	5.90	9.50
Darkside	6.40	9.50
E.Edwards Super Ski	6.40	9.50
Elite	7.40	8.90
Empire Strikes Back	6.40	9.50
F15 Strike Eagle	6.40	9.50
Fernandez Must Die	5.90	8.50
Flintstones	5.90	8.50
Flying Shark	5.90	9.50
Football Manager 2	6.40	9.50
G.I.Hero	5.90	9.50
G.Lineker Superskills	8.25	12.25
Game Set & Match	8.90	11.50
Games-Winter Edition	8.25	12.25
Gold, Silver, Bronze	12.95	19.65
Gorilla Wars	5.90	9.50
Guild of Thieves		12.80
Gunship	9.50	12.80
Heroes of the Lance	8.25	12.25
Ikari Warriors	6.40	9.50
Impossible Mission II	8.25	12.25
Jinxter		12.80
Karate Ace	10.95	12.75
Last Ninja 2	8.50	9.50
Leaderboard Par 3	12.25	15.35
Magnificent 7	6.90	11.50
Maraunder	8.25	12.25
Matchday II	5.90	9.50
Mickey Mouse	8.25	12.25
Mini Office II	9.50	14.40
Nether World	8.25	12.25
Night Raider	8.25	12.25
Operation Wolf	5.90	9.50
Overlander	6.40	9.50
Pepsi Challenge Mad Mix	6.75	10.25
Platoon	6.40	9.50
Pro BMX Sim	4.20	
Pro Soccer Sim	4.20	
Rastan	5.90	9.50
Robocop	5.90	9.50
Salamander	5.90	9.50
Samurai Warrior	5.90	9.50
Skate Crazy	8.25	12.25
Summertime Special	8.75	15.85
T-Wrecks	8.25	12.25
Target Renegade	5.90	9.50
Ten Great Games III	8.75	
Time and Magik	9.50	9.50
Typhoon	5.90	9.50
Victory Road	5.90	9.50
Vindicator	5.90	9.50
We are the Champions	6.90	11.50
Where Time Stood Still	5.90	9.50
1943	8.25	12.25

3.5 DSDD DISKS
Unbranded 135tpi
95p each. min 10

FREE Microdealer 'Cover Up' token with every £5 (RRP) worth of Software (while offer lasts). Collect the tokens for free games, T-shirts etc.

BEST BYTE ORDER FORM

ACE OCT

Please send me the following items:-

MICRO	ITEM	AMOUNT
	TOTAL £	

Name _____

Address _____

_____

_____

Method of payment ☐ P.O ☐ Cheque ☐ Access (please tick)

Signature _____

Access card no. _____

All items include first class postage and VAT and are dispatched within 24 hours subject to availability.
To order send this form with payment payable to 'Best Byte' or phone our 24 hour Access card hotline 0732 770508
Mail Orders only. Overseas orders add £1.50 per item, outside Europe add £3.00 per item for Air Mail.

BEST BYTE (DEPT ACE 10), 2 QUARRY GARDENS, TONBRIDGE, KENT TN9 2SG

SPEEDYSOFT

The Fastest Mail Order Service Available

COMMODORE 64 (Cass)

£1.00
Super G Man
Fruit Mach. Sim
Rainbow
Go for the Gold
Micro Rythym
Quake Minus 1
Death or Glory
Space Doubt
Blade Runner
Ciphoid 9

£2.00
Hypaball
Cyborg
Deeper Dungeons
Blockbusters
Marble Madness
Impact
Kung Fu Masters

£3.00
Image System
Magnetron
Mutants
Madballs
Tai Pan
Athena
Gauntlet
Supersprint
Que Dex
Firetrack

£4.00
Firefly
Roadwars
Freddy Hardest
Gryzor

C64 DISC

£5.00
Dantes Inferno
Chall. of Gobots
Scary Monsters

£8.00
Silent Service
California Games
Psycho Soldier
Garfield
Sidewize

SPECTRUM

£1.00
Revolution
Sports Hero
Rollaround
Chaos
Brainache
Capt. Kelly
Hocus Focus

£2.00
Phantom Club
Deathscape
Eastenders
Deeper Dungeons
Trading Game
The War Game
VAT Manager
Kinetik
Flunky
Empire
Sailing
Last Mission
Hive
Cosmic Shock
Nililist

AMSTRAD CPC

£1.00
Dun Darach
Hi-Rise
Core
Park Patrol
Eidolon
Equinox
Tech. Ted

£2.00
Pulsator
Knightmare
Shaolins Road
Tau Ceti 2
Ballbreaker
10th Frame
Phantom Club
Deactivators
Music Master
Martionoids
Trailblazer
Dog Fight 2187
Thing Bounces Back
Warlock
Bride/Frankenstein

AMIGA

£7.00
Blastaball
Space Ranger

£13.00
Eco
Roulette
Jigsaw Mania
Diablo
Crazy Cars
Star Glider
Roadwars
Jewels/Darkness
Bubble Bobble

ATARI ST

£14.95
Roadwars
Gunship
B. Clough Football
Sky Rider
World Games
Crazy cars
Pool
Poker
Arkanoid
Tracker
U.M.S.

I.B.M.

£15.00
Knight Orc
Shangai
PC Promise
U.M.S.
Annals of Rome
Pirates
F15 Strike Eagle
Silent Service

£39.95 (M.A.P.)
Nominal Ledger
Sales Ledger
Payroll

£79.95 (M.A.P.)
Integrated Accounts

★ Established five years, we offer unrivaled prices and Service.
★ All computers catered for.
★ TO ORDER: Send cheque or postal order made payable to: SPEEDYSOFT
15 LADY BYRON LANE
KNOWLE, SOLIHULL
W. MIDS B93 9AT

★ Credit card orders welcome by phone on 0564 775975
Mon-Friday 9.30-6.00: We accept Visa, Access, Mastercard & Eurocard

Name.....Comp.....
Address.....
.....
.....
Visa/Access/Mastercard/Eurocard
Card No.

Title	Price
1.	
2.	
3.	
4.	
5.	
Post & Packing	£1.00
Europe P&P	£2.00
Grand Total	

RECOMMENDED GAMES

ACE RATED 906 C64

BUGGY BOY

Elite ● C64 £9.95cs £14.95dk ● Amstrad £8.99cs £14.95dk

A non-stop action driving game that will keep even the most ardent *Out Run* fans busy for a **long while**. Collect the time bonuses in the attempt to complete the five gruelling courses. **Instantly playable** and highly addictive, *Buggy Boy* should be on any racing fan's shopping list

ACE RATED 931 ARCHIE

CONQUEROR

Superior ● Archimedes £24.95dk (Amiga and ST versions under development)

Drive around in your very own tank! Blast the enemy in close combat and plan your strategy for the campaign. This is a **tricky game** to get to grips with, but if you persevere you'll find you soon become **mesmerised** by the thing. If you ain't got a 1Mb Archie though – forget it!

ACE RATED 904 ST

ELIMINATOR

Hewson ● Spectrum £7.99cs £12.99dk ● C64 £9.99cs £14.99dk ● Amstrad £9.99cs £14.99dk ● Atari ST £19.99dk ● Amiga £19.99dk

Graphically wonderful **roadway blast-em-up** by John Phillips, which will twist your joystick inside-out. It'll even have you driving **on the ceiling**. See the main review on page 82 for more details.

ACE CLASSIC ★

EXOLON

Hewson ● Spectrum £7.95cs ● C64 £8.95cs £12.95dk ● Amstrad £8.95cs £14.95dk

Graphically superb horizontally scrolling shoot-em-up in which you run, duck and jump your way along a planet's surface blasting away at alien defences. A gun and a missile launcher are used to blast the foes, but if things are still too tough then you can grab an exoskeleton for extra protection and fire power.

ACE RATED 969 ST

OIDS

Mirrorsoft ● Atari ST £19.99dk

A **magnificent** *Thrust*-ish blast. The Oids are relying on you to save them, but the Biocretes aren't going to let them go without throwing missiles, rockets and a number of other weapons at you. Included with the program is an edit facility that allows you to design your own planetoids – **great stuff**!

ACE CLASSIC ★

PITSTOP 2

Epyx/US Gold ● Available only on Epyx Epics compilation ● C64 £9.95cs £14.95dk ● IBM PC £29.95dk (in compilation with *Winter Games* and *Summer Games 2*)

Thrilling racing game where the screen is split into two and you can race the computer or a friend. Lots of different Grand Prix circuits, tyre blow-outs and of course the all-important pitstops guarantee to give you **hand cramp** and your brain a real racing treat.

ACE RATED 903 ST

SPIDERTRONIC

Ere International ● Atari ST £19.95dk

Guide your spider-like character around the game area, collecting coloured panels in the correct order. The built-in construction set means you'll be knocking out your own levels till the **cows come home.**

ACE CLASSIC ★

SUMMER GAMES

Epyx/US Gold ● C64 £9.95 cs £14.95dk ● IBM PC £29.95dk

Epyx sporting simulations are of high quality but **none** have quite captured the playability and style of the original *Summer Games* and its immediate successor, *Summer Games 2*. One to six players can take part in high jump, gymnastics, springboard diving, clay pigeon shooting, swimming, pole vault – and others – with lovely large graphics and **smooth animation** throughout. Control of your athlete can be complex so practice is recommended.

ACE RATED 907 SPECTRUM

SUPER SPRINT

Electric dreams ● C64 £9.99cs £14.99dk Amstrad £9.99cs Spectrum £9.99cs ● Atari ST £19.99dk

One of the better coin-op conversions currently available. With up to three players all competing at once, the action is **fast and furious** and it will take a finely-tuned car to complete some of the more **tortuous circuits** that appear later in the game.

RECOMMENDED GAMES

THRUST

ACE CLASSIC ★

Firebird ● Spectrum £1.99cs ● C64 £1.99cs ● Amstrad £1.99cs

Terrifyingly sensitive controls and a large helping of **real-life physics** make this budget title an absolute must. Flying down through the caverns of an enemy-held planet, you have to pick up fuel and destroy hostile gun turrets without crashing into the tunnel walls. **Tough enough** as it is, but then you've got to make the return journey with a heavy load slung under your craft. **Very mean, very addictive.**

THUNDERCATS

ACE RATED 931 SPECTRUM

Elite ● C64 £9.95cs £14.95dk ● Spectrum £7.95cs ● Amstrad £8.95cs £14.95dk

The game based on the hit TV series/comic/plastic toy. It's a side-on view scroller that just oozes gameplay. Each of the game's 14 levels is a **straight line dash** from start to finish with a multitude of obstacles to avoid along the way. Graphically impressive and **compulsively playable** too.

URIDIUM

ACE CLASSIC ★

Hewson ● Spectrum £8.95cs ● C64 £9.95cs £12.95dk ● BBC £9.95cs £14.95dk

The **piece de resistance** of scrolling shoot-em-ups: blast the dreadnought and attacking ships while dodging around any large structures. **Great metallic-looking dreadnoughts** and the smoothest scrolling you'll ever see put this head and shoulders above the opposition. A game **not to be missed**, especially now that C64 versions come packaged with the excellent *Paradroid*.

ZARCH / VIRUS

ACE RATED 981 ST

Superior Software ● Archimedes £19.95dk ● Firebird (16 and 8-bit versions) Amiga £19.95dk ● Atari ST £19.95dk ● Some 8-bit versions under development

STILL ACE'S **highest rated game** to date. A solid three dimensional shoot-em-up with such graphic perfection and **timelessly addictive** gameplay that it became an instant classic. Now the 16-bit versions have arrived and they're just as good as the 32-bit versions (check out the review on p.54). All that remains to be seen now is whether we'll be ACE rating the 8-bit versions.

ADVENTURES

Adventures have come a long way since The Hobbit. State-of-the-art graphics and powerful parsers enable you to communicate with other characters, and fully explore the world of your choosing. Add role-playing elements and you can see why this section of the software bizz is the fastest growing area of computer entertainment.

BEYOND ZORK

ACE RATED 920 ST

Infocom/Activision ● C64 £19.99dk ● PC £24.99dk ● Amiga £24.99dk ● Atari ST £24.99dk

Infocom's attempt to **muscle in** on the role-playing market is a great success. Locate the fabulous Coconut of Quendor in a game that combines the wit and ingenuity of one of the world's most original software companies with state-of-the-art parsing and gameplay. Text-only, but with an on-screen mapping facility.

THE BARD'S TALE III

ACE RATED 920 C64

Electronic Arts ● C64 £14.95dk

The latest *Bard's Tale* game offers a number of refinements over its predecessors (all of which are still well worth taking a good look at). First, the graphics are better animated. Second, the **ranged combat routines** which take careful account of the distance between you and your opponents. Finally the game's larger and represents **excellent value for money.**

MEGALAND

1084 £130 OFF REC RETAIL

AMIGA £50 OFF REC RETAIL

PC1 £45 OFF REC RETAIL

USE THIS VOUCHER WHEN PURCHASING YOUR GOODS TO RECEIVE YOUR SPECIAL DISCOUNT
SEE US ON STAND 3003 OPPOSITE US GOLD AT THE PERSONAL COMPUTER SHOW OR ORDER BEFORE 31st OCT
ONLY WHILE STOCKS LAST!!!

GUARANTEE

12 MONTHS WARRANTY ON ALL PRODUCTS. PRICE GUARANTEE
If after buying any of the hardware in this advertisment, you find the same item offered at a lower price locally within one week, we will refund the difference.
GOODS DISPATCHED WITHIN 24 HOURS OF CLEARED TRANSACTION

COMMODRE
Pack 1. Amiga A500 inc mouse, workbench, basic 349.00
Pack 2. As pack 1 but including TV modulator & 3 TOP GAMES see below 389.00
Pack 3. As pack 2 but including 1084 Hi-res colour monitor T.V. modulator excluded 595.00
Pack 4. As pack 3 excluding games but including Citizen 120D printer, the works intergraded software, Spreadsheet, Database, Wordprocessor Comms. 775.00

AMIGA external 2nd disc drive 85.00
1084 Hi-res colour monitor 279.00
Ram expansion pack 512K 110.00
TV Modulator 23.99

Turn your 1081/1084 into a COLOUR TELEVISON.Very easy to fit. Phillips made 12 programmes own antenna. Fits any CVBS monitor 65.00

COMMODRE OLYMPIC C64 PACK
10 Games
cassette deck C64 Computer Joystick 129.00

COMMODRE 1581 3.5IN 800K Disk Drive. LOW PRICE £115.00

COMMODRE
Commodore PC1 IBM compatible PC at an unbelievably low price, single drive 5.12K 8088/4.77 mhz serial/parallel ports , MSDOS 3.2 & GW Basic Mono monitor ALSO included in this offer. ABLE! fully integrated software, spreadsheet, Wordprocessor, Database.
GET A TRUE PC NOW !!
SPECIAL LOW PRICE !!!!! 317.00
Just announced EXTERNAL EXPANSION BOX for PC 1 Six expansion slots, turn your PC1 into a Hard disk machine add a Modem etc, etc, This must be the cheapest Hard Disk PC anywhere !! 95.00

2nd External drive for PC1, 720k 3 1/2inch 85.00
2nd External drive for PC1, 360k 5 1/4inch 85.00

COMMODORE PC10 III Single floppy. High performance XT compatible.8088. 3 4.77 7.1 10Mhz switchable 640K ram basic GW basic and manuals A.T.E. keyboard and Samsung mono- monitor 599.00

COMMODORE PC20 III Single floppy, 20Mb hard disk machine spec as PC10 ..... 925.00

HARD DISK CARDS
Seagate 20 Mb Hard card LOW LOW PRICE !! PHONE FOR DETAILS

Western Digital 32Mb Hard card supplied with XTREE disk maintainance software and full instructions for simple installation. 266.00

Miniscribe 32 Mb Hard card complete with installation software 266.00

Sengate 20 Mb Hard disk kit the industry standard installation. Upgrade your system 65 ms access time will fit Amstrad PC's and most others, full 1 year warranty, phone for details 218.00

Before purchasing a Hard disk or card have you heard of the Perstor card !!!

Incredible performance available to most Winchester hard disks, This remarkable card not only doubles the capacity of most hard cards and hard disks but also dramatically speeds up the disk access time 183.00

PENSTONE controller card as described as above.

Maxi-card, this simple to install card allows 286 performance from any 8088 based machine 325.00

MEGALAND

THE PERSONAL COMPUTER SHOW
14-18 SEPTEMBER1988
EARLS COURT LONDON
PRESENTED BY COMPUTER WORLD
SEE US ON STAND NO. 3003

DELIVERY All consumables and software Post Free !! Hardware £5 inc V.A.T. 4-Day. £10 inc V.A.T. 24 Hours

ORDERING All offers strictly subject to availability. All prices subject to change without notice.

TO ORDER Either send cheque P.O. with coupon. Or ring (0703-330544) with Barclaycard/Access number.

16A CITY COMMERCE CENTRE, MARSH LANE, SOUTHAMPTON, S01 1EW

I WISH TO ORDER _____

I ENCLOSE CHEQUE .P.O FOR £ _____ INC VAT
CARD NO / / / / / / / /

SIGNATURE _____ NAME _____
ADDRESS _____

TEL _____ COMPUTER USDED:

ATARI ST SOFTWARE

ARCADE

NEW Giana Sisiters	14.95
Space Harriers	15.95
Empier Strikes Back	14.95
Football Manager	14.95
Alien Syndrome	14.95
Fire & Forget	19.95
Oberlander	14.95
Bionic Commando	14.95
Eddie Edwards Sli	14.95
Peter Beardsley Soccer	14.95
Impossible Mission II	19.95
Dungeon Master	19.95
Wizard Warz	14.95
Thundercats	14.95
Buggy Boy	13.95
Side Arms	14.95
Ice Palace	13.95

AMIGA SOFTWARE & HARDWARE

ARCADE

Fire & Forget	14.95
Sentinel	14.95
Football Manager II	14.95
Buggy Boy	13.95
Thundercats	13.95
AARGY!	14.95
Better Dead Than Alien	18.95
Black Lamp	14.95
Three Stooges	24.95
Xenon	14.95
P. Beardsley	14.95
Bubble Bobble	14.95
Wiz Ball	19.95
Vyper	12.00

DTP AMIGA

CITY DESK	£75.00
VIZWRITE	£75.00
PAGE SETTER	£69.00

MOUSE MATS
£4.95

WIDE RANGE OF JOYSTICKS AVAILABLE

ADVENTURES

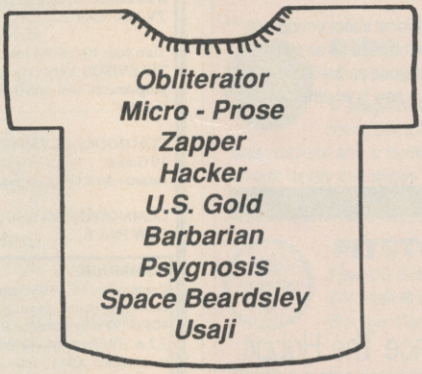
Legend of Sword	14.95
Sundog	14.95
Captain Blood	19.95
Nightmare	14.95
Stac	33.95

31/2" DISKS

X 10	14.95
X 20	£27.95
X 50	£69.00

3M

'T' SHIRTS



£5.50
INC P & P

PLEASE STATE DESIGN AND SIZE REQUIRED
M. L. & XL.

AMIGA A500 PACKS

PACK 1	PACK 2	PACK 3
A500 Computer	A500 Computer	A500 Computer
Hacker II	1084 Col. Monitor	1084 Col. Monitor
Music Studio	& Software	Dot Matrix Printer
Basic Manuals	*£549.00 + VAT*	"'Works' Software
£335.00 + VAT		*£679.00 + VAT*

• Postage & Packaging FREE in UK Europe - overseas £2.00

TIMESOFT

35 London Road, Tooting, London. SW17 9JR
Telephone: 01 685 9849 Enq. & Orders

BARCLAYCARD VISA

RECOMMENDED GAMES

ACE CLASSIC ★

GUILD OF THIEVES

Rainbird ● C64 £19.95dk ● Spectrum £15.95dk ● Amstrad 6128 £19.95dk ● Amiga £24.95dk ● Atari ST £24.95dk ● PC £24.95dk

One of Britain's newer adventure software houses – Magnetic Scrolls – managed to produce a traditional treasure hunt with **superb graphics** and some very tricky puzzles. **Powerful parser** helps to create a convincing game world with humor and imagination.

ACE CLASSIC ★

JEWELS OF DARKNESS

Rainbird ● C64 £14.95cs ● Spectrum 128 £14.95cs ● Amstrad £14.95cs £19.95dk ● PC £19.95dk ● Amiga £19.95dk ● Atari ST £19.95dk

Level 9, Britain's oldest adventure programming family, have put together three of their classic releases, *Colossal Adventure*, *Dungeon Adventure* and *Adventure Quest* in one bundle. The games have been updated with graphics and larger vocabularies and are as close to the **original spirit** of adventuring as you're **likely to find.**

ACE RATED 919 AMSTRAD

TIME AND MAGIK

Mandarin ● Spectrum £14.95cs £14.95dk ● C64 £14.95cs £14.95dk ● Amstrad £14.95cs £14.95dk ● Atari ST £19.99dk ● Amiga £19.99dk ● PC £19.99dk

This compilation of the Level 9 games, *Lords Of Time*, *Red Moon* and *The Price Of Magik* have all been re-vamped with better parsing, **bigger vocabularies** and pictures added. **Superb value** if you don't already own all the games.

ACE RATED 920 ST

CORRUPTION

Rainbird ● Atari ST £24.95dk ● Amiga £24.95dk ● PC £24.95dk ● Spectrum £15.95dk ● C64 £17.95dk ● Amstrad 6128 £19.95dk

This tale of **insider dealings**, infidelity and crooked business deals is unlikely to appeal to adventurers who prefer to wander through vast dungeon networks seeking treasure. But for those who are fed up with traditional adventuring, it's like a breath of fresh air. **Superb graphics**, great atmosphere and a **nail-biting plot** makes this a terrific game that grips from the start.

ACE RATED 921 C64

WASTELAND

Electronic Arts ● C64 £14.95dk

Charge around irradiated USA whopping mutant bunnies and biker scum in this role-playing epic. The atmosphere may not be as good as the *Bard's Tale* series of games, but the extra dimension of strategy, which leave the cut, slash and spell scenario of the BT series way behind.

ACE CLASSIC ★

ULTIMA V

Origin Systems/Microprose ● C64 £24.95dk ● PC £29.95 ● ST/Amiga to be announced

Astonishing level of detail in thie role-playing inlfuenced epic. Travel round Britannia trashing the opposition and learning the magical, tactical, and geaogrphical secrets that will enable you to defeat the forces of evil far underground. Superb romp, great lasting interest, and tough challenges galore.

ACE CLASSIC ★

LURKING HORROR

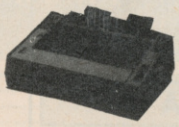
Infocom/Mediagenic ● C64 £19.99dk ● ST £24.99 ● Amiga £24.99 ● PC £24.99

Infocom's tribute to H.P. Lovecraft and the horror-fantasy genre sends you into a cold sweat as you discover something very nasty lurking beneath your college laboratory. Superb text-only game with location descriptions that defy you to play it after dark...

● NEXT MONTH WE'LL BE PRINTING THE UPGRADED GUIDES TO STRATEGY, PUZZLES, AND BRAIN GAMES. GREY CELLS BEWARE!

A C E
AVON COMPUTER EXCHANGE

Bristol: 42 Cannon Street, Bedminster
Tel: (0272) 637981 (Mail order)
Cardiff: 87 City Road
Tel: (0222) 483069
Swindon: 31 Farringdon Road
Tel: (0793) 512073



PANASONIC KXP1081
£159
★ Selectable Fonts
★ Tractor & Single
★ 120 CPS
★ Parallel Centronics

OKIMATE 20
Amiga & IBM Versions
£139
★ 24-Pin Dot Matrix
★ Colour & Black
★ Tractor & Single
★ Parallel Centronics

STAR LC-10
Colour version Only £239
£189
★ Selectable Fonts
★ Tractor & Single
★ 120 CPS
★ Parallel Centronics
★ Cut Sheet Feeder Available

LASER PRINTERS

Overture 110+	£1395.00
Epson GQ 3500	£1495.00
Canon LB8 II	£1895.00
Star Laser Printer (inc 1 year on site warranty)	£1795.00

WIDE CARRIAGE PRINTERS

Amstrad DMP 4000	£299.00
MPS 45 24 pin Printer	£309.00

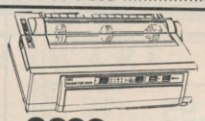
EPOS FROM £895.00

PHILIPS MONITORS

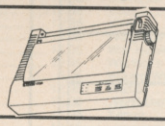
Colour	£199.00
Mono	£79.00

LOCKABLE DISK BOXES

5.25" Holds 80 discs	£7.95
3.5" holds 90 discs	£9.95

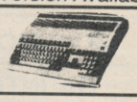


NEC P2200
£299
★ 24-Pin Dot Matrix
★ 140 CPS
★ Tractor & Single
★ Parallel Centronics
★ Cut Sheet Feeder Available



CITIZEN 120D
£139
★ 120 CPS
★ Tractor & Single
★ Parallel Centronics
★ C64/128 Version Available

AMIGA A500 - £389



ATARI 520 STFM - £269

ATARI 520 STFM SUMMER PACK - £349
ATARI 1040 STF WITH MODULATOR - £449
CUMANA 1Mb DRIVE FOR AMIGA AND ATARI ST ONLY **£98.95**
why pay more for compatible drives when you can have the real one cheaper!
ATARI MEGA ST 2, WITH MONITOR, ATARI LASER PRINTER, DTP, & WORD PROCESSOR £1695

WESTERN DIGITAL HARD CARD

21 Megabyte – £219 With
32 Megabyte – £269 Extra
43 Megabyte – £299 Software

AUTHORISED DEALER FOR

AMSTRAD , ACORN, ATARI, COMMODORE, PANASONIC, CITIZEN, STAR OPUS, LIFETREE, SAGE, PSION, NEC.
We are looking for dealer enquires to franchise our business
VISA

Free Delivery in mainland U.K on all orders over £100 - Next Day

All Prices inc VAT + Free Delivery, Guaranteed no VAT, No Surcharges, No M.O.T., No Artifical Colourings or Flavourings

THE COMPUTER TRADING COMPANY

1ST FLOOR, 62 WESTTOW HILL, CRYSTAL PALACE SE19
TELEPHONE: 01-761-4687

Software, Computers, Printers, Joysticks, Business, D.T.P. Arcade, Adventures, Mouses, Blank Disks and much more!!

ATARI ST

Arkanoid II	14.95
Bionic Commandos	14.95
Bermuda Project	13.95
Bad Cat	11.95
Bomb Jack	14.95
Empire Strikes Back	14.95
European Scenery	15.50
Foundations Waste	15.50
Football Manager II	14.95
Fire and Forget	18.95
Flight Simulator II	29.95
Great Giana Sisters	15.95
Jet	15.95
Japan Scenery	15.50
Overlander	14.95
Out Run	14.50
Space Harrier	15.50
Street Fighter	15.95
Virus	15.50
Wizard War	14.95

AMIGA

Buggy Boy	18.95
Bermuda Project	18.95
City Defence	12.95
Crash Garrett	14.95
European Scenery	15.50
E.L.F.	13.95
Fire and Forget	18.95
Flight Simulator II	29.95
Golf	23.95
Ikari Warriors	18.95
Japan Scenery	15.50
Jet	29.95
Peter Beardsley	14.95
Street Fighter	19.95
Sub-Battle Sim.	19.95
Strike Force	17.95
Thundercats	18.95
Vyper	12.00
Xenon	15.50

ALL PRICES INCLUDE P&P

SEND £1.00 FOR OUR LATEST 16-BIT CATALOGUE

IF YOU WANT TO COME AND COLLECT YOUR ORDERS FROM US PLEASE PHONE FIRST

ALL HOME COMPUTERS BOUGHT AND SOLD!

ST's from	£299.00
C64's from	£59.00
AMIGAS from	£289.00

MOUSE PAD £4.95

PRO 5000 JOYSTICK £14.95

QUICKSHOT III £9.95

ST MOUSE £22.95

PRINTER PAPER + LABELS

JOYSTICK ADAPTORS £4.95

GAUNTLET, LEATHERNECK

3M DISK DS/DD £11.99 FOR TEN
LARGE QTY'S PHONE

D.T.P. AMIGA

CITYDESK	72.95
PAGESETTER	69.95
LATTICE C VO.4	129.00
SUPERBASE	P.O.A

A500 £329 + VAT

A500 PACKS AVAILABLE!

A500 INC: DEL. PAINT, HACKER II, HITCHHIKERS GUIDE

1054 COL. MONITOR	£229.00
1010 EXT. DRIVE	£169.00
A510 MEMORY UPGRADE	£109.00

HARDWARE

COMPUTERS

Amiga A500	£395.00
CBM 64C Starter Pack with cassette recorder, joystick + free software	£149.9
CBM 64C Computer only	£125.0
CBM 1541C Disk Drive	£169.9
CBM Amiga Business Pack	£799.0
CBM Amiga + Colour Monitor	£649.0
Atari 520 STFM Summer Pack	£395.0

ACCESSORIES

10 x 3.5 SS/DD Disks Branded	£14.9
10 x 3.5 DS/DD Disks Branded	£19.9
10 x 3.5 DS/DD Disks Unbranded	£16.0
10 x 5.25 DS/DD 48TPI Branded	£13.9
10 x 5.25 DS/DD 96TPI Branded	£19.9
10 x 5.25 DS/DD Unbranded	£6.9
Mouse Mat	£4.9

PRINTERS

Okimate 20 (Amiga Version)	£149.0
Citizen 120-D	£149.0
Panasonic KXP 1081	£189.0
Epson LX-800	£275.0
Star LC-10 (ring for colour option)	£249.9
Star NB-24-10 Printer + Sheet Feed	£654.0

The whole Citizen Range stocked please ring for details.

SOFTWARE

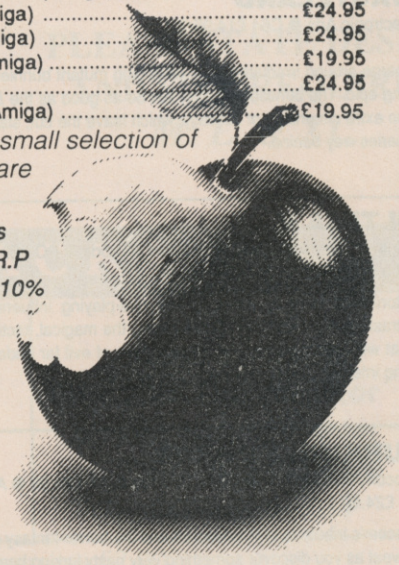
SOFTWARE

Dungeon Master (ST)	£24.99
Overlander (ST)	£19.99
Captain Blood (ST)	£24.95
Carrier Command (ST)	£24.95
Empire Strikes Back (ST)	£19.95
Football Manager II (ST)	£19.99
Football Manager II (Amiga)	£19.99
Interceptor (Amiga)	£24.95
Buggy Boy (Amiga)	£24.95
Black Lamp (Amiga)	£19.95
Xenon (Amiga)	£24.95
Bards Tale II (Amiga)	£19.95

This is just a small selection of Amiga Software in stock.

Software Prices Quoted are R.R.P Please deduct 10%

SUBJECT TO AVAILABILITY
E. & O.E.



Don't be tempted until you've had a byte at YORCOM.

OPEN 9AM TO 5:30PM MONDAY TO SATURDAY MAIL ORDER AND CREDIT CARDS WELCOME

YORCOM
THE YORK COMPUTER CENTRE

THE YORK COMPUTER CENTRE 9 Davygate Centre York Y01 2SU Telephone (0904) 641862

17 EVERSLEY ROAD, BEXHILL, E. SUSSEX (0424) 221931

SPECIALIST COMPUTER DEALERS FOR ST & AMIGA

"MAIL ORDER ONLY"

Amiga A-500 + Modulator +3 Games +Dpaint	£399.00
Amiga +1084 Monitor +3 Games + Dpaint	£639.00
Cumana 1 Meg Drive	£99.00
Philips 8833 Monitor + Cable	£274.95
Star LC-10 Printer + Cable	£199.95
Star LC-10 Colour + Cable	£234.95

AMIGA SOFTWARE

Aaargh	12.95
Adventure Construction Set	10.95
Ahnals of Rome	
Arkanoid	15.95
Armageddon	13.95
Ary Moves	15.95
Backlash	12.95
Balance of Power	19.95
Barbarian	15.95
Barbarian (Palace Version)	12.95
Bards Tale	16.95
Bards Tale II	17.50
Bermuda Project	15.95
Better Dead Than Alien	12.95
Beyond The Ice Palace	15.95
Beyond Zork	15.95
Bionic Commando	19.50
Blackjack Academy	17.50
Black Lamp	12.95
Blitzkrieg at the Ardennes	31.00
BMX Simulator	9.95
Bubble Bobble	12.95
Buggy Boy	15.95
Carrier Command	15.95
Championship Golf (Crysys)	9.95
Chessmaster 2000	16.95
Chubby Gristle	12.95
Corruption	15.95
Crack	9.95
Crazy Cars	15.95
Dark Castle	15.95
Defender of the Crown	19.95
Deja Vu	19.95
Ebonstar	15.95
Eco	15.95
Elf	12.95
Enlightenment (Druid II)	12.95
Faerytale Adventure	19.95
Ferrari Formula 1	17.50
Fire and Forget	15.95
Firepower	13.50
Flight Simulator II	26.95
Flight II Europe Scenery	13.50
Flight II Japan Scenery	13.50
Flight II Scenery Disk 7	16.95
Flight II Scenery Disk 11	16.95
Flintstones	12.95
Football Manager 2	12.95
Footman	10.50
Formula 1 Grand Prix	12.95
Fortress Underground	9.95
Foundations Waste	12.95
Garrison	19.50
Garrison II	19.50
Gee Bee Air Rally	12.95
Gettysberg (SSI)	24.95
Gold Runner	15.95
Grand Slam (Tennis)	19.95
Great Giana Sisters	19.50
Gridiron (Limited Stocks)	24.95
Grid Start	6.95
Guild of Thieves	15.95
Headcoach (Import)	41.00
Hunt for Red October	15.95
Impact	9.95
Insanity Fight	15.95
Interceptor (F/A-18)	17.50
Into the Eagles Nest	13.95
Iridon	12.95
Jet	29.95
Jinks	19.50
Jinxter	15.95
Jump Jet	9.95
Kampfegruppe	22.95
Karate Kid II	15.95
Kickstart II	6.95
King of Chicago	19.95
Leaderboard (A-500 Version)	19.50
Leaderboard Tournament	7.95
Leatherneck	12.95
Leatherneck 4 Player Adaptor	4.95
Mach 3	12.95
Marble Madness	13.95
Mercenary Compendium	15.95
Mike The Magic Dragon	9.95
Mindfighter	15.95
Mortville Manor	15.95
Mouse Trap	10.00
Obliterator	15.95
Pandora	12.95
Pawn	15.95
Peter Beardsley Soccer	12.95
Phalanx II	9.95
Phantasie III	19.50
Phantasm	12.95
Pink Panther	15.50
Plutos	10.00
Pool	6.95
Return to Genesis	12.95
Roadwars	12.95
Rockford	12.95
Rolling Thunder	19.50
Romantic Encounters	15.95
Scrabble Deluxe	15.95
SDI	19.95
Sentinel	12.95
Seven Cities of Gold	10.50
Shadowgate	15.95
Sherlock	15.95
Sidewinder	6.95
Silent Service	15.95
Sinbad	19.95
Starfleet I	17.50
Starglider	15.95
Star Wars	15.95
Stir Crazy (Bobo)	13.50
Street Fighter	19.50
Street Gang	9.95
Strike Force Harrier	15.95
Strip Poker II+	10.00
Sub Battle Simulator	19.50
Tanglewood	13.50
Terrorpods	15.95
Test Drive	16.95
Tetris	12.95
The Three Stooges	15.95
Thundercats	15.95
Time and Magik	12.95
Time Bandit	12.95
Ultima III	19.95
Uninvited	19.95
Vectorball	9.95
Vyper	10.95
Western Games	15.50
Wizball	15.95
World Darts	6.95
World Tour Golf	17.50
Xenon	12.95

Utilities / Business

Adrum	29.95
Aegis Animator & Images	99.95
Aegis Impact	50.95
Aegis Sonix	45.95
Aegis Video Titler	94.95
Deluxe Music Construction	49.95
Deluxe Paint II (PAL)	49.95
Deluxe Print	17.50
Deluxe Video	49.95
Devpac	38.95
Digi Paint (PAL)	37.50
Instant Music	20.95
K-Spread II	56.50
Lattice C	139.95
Logistix	99.95
Metacomco Toolkit	29.95
MCC Macro Assembler	49.95
Photon Paint	49.95
Pro Sound Designer	54.95
Superbase Personal	69.95
Toolkit (Metacomo)	29.95
Viza Write	69.95
Works	109.95

Peripherals

Cumana CAX354 1 Meg Drive	99.95
Parallel Printer Cable	9.95
Philips 8833 Monitor & Lead	274.95
Quickshot II Turbo Joystick	11.95
Quality Mouse Mat	6.95
Star LC-10 + Cable	199.95
Star LC-10 Colour + Cable	234.95
10 DS/DD Disks & Library Case	12.95
80 Lockable Disk Box	9.95

Books

Advanced Amiga Basic	14.95
Amiga Basic Inside & Out	14.95
Amiga Dos Manual (Bantam)	21.95
Amiga For Beginners	9.95
Amiga Handbook	6.95
Amiga Programmer's Guide	14.95
Beginners Guide	13.00
Big Red Book of C	6.95
Elementary Amiga Basic	14.95
First Book of Amiga	14.95
Hardware Ref. Manual	20.95
Inside Amiga Graphics	14.95
Intuition Ref. Manual	20.95
Programmers Handbook Vol 1	21.95
Programmers Handbook Vol 2	21.95
Programming The 68000	20.95
Rom Kernal Ref. Exec	20.95
Rom Kernal Ref. Libs	29.20

Atari 520 Summer Pack	£369.00
Summer Pack + Philips Monitor	£639.00
Cumana 1 Meg Drive	£99.95
Philips 8833 Monitor + Cable	£274.95
Star LC-10 Printer + Cable	£199.95
Star LC-10 Colour + Cable	£234.95

ATARI ST SOFTWARE

Games / Leisure

500cc Grand Prix	15.95
Airball	15.95
Airball Construction Kit	9.95
Alien Syndrome	12.95
Alternate Reality	15.95
Arcade Force Four	19.50
Arkanoid	9.95
Arkanoid 2 (Revenge of Doh)	9.95
Army Moves	12.95
Backlash	12.95
Balance of Power	19.95
Barbarian (Palace)	9.95
Barbarian (Psygnosis)	15.95
Bards Tale	16.95
Bermuda Project	15.95
Better Dead Than Alien	12.95
Beyond The Ice Palace	12.95
Beyond Zork	15.95
Bionic Commando	12.95
Black Lamp	12.95
BMX Simulator	9.95
Bomb Jack	12.95
Bubble Bobble	12.95
Bubble Ghost	12.95
Buggy Boy	12.95
Captain America	15.50
Captain Blood	15.95
Carrier Command	15.95
Championship Cricket (Crysys)	9.95
Chess (Psion)	15.95
Chessmaster 2000	16.95
Chubby Gristle	12.95
Colonial Conquest	22.95
Corruption	15.95
Crazy Cars	15.95
Dark Castle	15.95
Defender of the Crown	19.95
Deflecktor	15.50
Deja Vu	15.95
Dungeon Master	15.95
Eagles Nest	13.50
ECO	12.95
Elf	12.95
Empire Strikes Back	12.95
Enduro Racer	9.95
F-15 Strike Eagle	15.95
Fire and Forget	15.95
Flight Simulator II	26.95
Flight II Europe Scenery	13.50
Flight II Japan Scenery	13.50
Flight II Scenery 7	16.95
Flight II Scenery 11	16.95
Flintstones	12.95
Flip Side	9.95
Football manager 2	12.95
Foundations Waste	15.95
Gauntlet II	15.50
Get Dexter II	12.95
Gold Runner II	12.95
Gold Runner Scenery Disk	5.95
Great Giana Sisters	15.50
Gridiron (DS Disk Only)	24.95
Guild of Thieves	15.95
Gunship	15.95
Hunt for Red October	15.95
I Ball	6.95
Ikari Warriors	9.95
Impact	9.95
Impossible Mission II	15.50
International Karate	12.95
International Soccer	12.95
Jinxter	15.95
Karate Kid II	15.95
Killdozers	12.95
Knightmare	12.95
Leaderboard	19.50
Leaderboard Tournament	6.95
Leatherneck	12.95
Leatherneck 4 Player Adaptor	4.95
Legend of the Sword	15.95
Marble Madness	13.95
Masters of the Universe	15.50
Mercenary Compedium	15.95
Mickey Mouse	15.50
Micro League Wrestling	12.95
Mindfighter	15.95
Mission Genocide	6.95
Mortville Manor	15.95
North Star	15.50
Obliterator	15.95
Oids	12.95
Out Run	15.50
Overlander	12.95
Pandora	12.95
Pawn	15.95
Peter Beardsley Soccer	12.95
Phantaise III	16.50
Phantasm	12.95
Pink Panther	15.50
Platoon	12.95
Powerplay	12.95
Predator	12.95
Prohibition	12.95
Quadralien	12.95
Rampage	12.95
Return to Genesis	12.95
Revenge II	6.95
Rockford	12.95
Rolling Thunder	15.50
Scrabble De Luxe	12.95
Scrupples	12.95
S.D.I.	19.95
Sentinel	12.95
Shackled	12.95
Side Arms	12.95
Sidewinder	6.95
Silent Service	15.95
Slap Fight	12.95
Space Harrier	12.95
Space Quest II	15.95
STAC (Adventure Creator)	29.95
Starglider	15.95
Star Quake	12.95
Star Trek	12.95
Star Wars	12.95
Stella Crusade	23.95
Stir Crazy	12.95
Stone Breaker	10.50
Street Fighter	15.50
Street Gang	9.95
Strike Force Harrier	15.95
Strip Poker II +	9.95
ST Wars	15.95
Summer Olypiad	12.95
Sun Dog	9.95
Super Sprint	9.95
Tai Pan	12.95
Tau Ceti	16.50
Terrorpods	15.95
Test Drive	17.50
Tetris	12.95
Thrust	6.95
Thundercats	12.95
Time and Magik	12.95
Tracker	15.95
Trantor	15.50
Trivial Pursuit	12.95
Ultima IV	15.95
Universal Military Simulator	15.95
Virus	12.95
Vixen	13.95
Wargame Construction Set	19.50
War Hawk	6.95
Warlock's Quest	12.95
Wizard Wars	12.95
Wizball	12.95
World Darts	9.95
Xenon	12.95

Business / Utilities

Accountant (Sage)	129.95
Accountant Plus (Sage)	159.95
Advanced OCP Art Studio	16.50
Art Director	34.95
Assembler (Metacomco)	34.95
Back Pack	34.95
CAD 3D	34.95
CAD 3D 2.0 + Cybermate	62.95
Cashlink Integrated Accounts	249.95
C.O.L.R. Object Editor	19.95
DB Calc	35.95
Degas Elite	17.50
Devpac 2	38.95
Digi Drum	16.50
Easy Record (For C Programs)	29.95
Fast ASM	13.50
Fast Basic (Disk)	32.95
Fast Basic (ROM)	64.95
Film Director	41.95
Financial Director	16.50
First Word Plus	54.95
Fleet Street Publisher	84.95
GFA Basic	31.95
GFA Compiler	31.95
GFA Companion	23.95
GFA Draft	68.95
Hisoft Basic	56.50
Home Accounts (Digita)	16.95
Juggler	16.50
K-Comm	35.95
K-Data	35.95
K-Graph 2	35.95
K-Minstrel (Midi)	24.95
K-Spread 2	56.50
K-Word	35.95
Lattice C (Metacomo)	68.95
Lisp (Metacomco)	114.95
Micro-Time Clock Card	29.95
Music Construction Set	17.50
Music Studio	16.50
Paintworks	23.95
Pascal V.2 (Metacomco)	72.95
Pro Midi	11.95
Pro Designer	44.95
Publishing Partner	124.95
Quantum Paint	13.50
ST Doctor	16.50
ST Replay	54.95
Super Conductor	34.95
Superbase Personal	67.95
Tempus (Text Editor)	19.95
Thunder (Spelling Checker)	23.95
Timeworks Desktop Publisher	69.95
Toolkit	19.95
Trimbase	69.95
VIP Professional	174.95
Word Processor (ST Soft)	7.95

Peripherals

10 DSDD Disks + Library Case	12.95
50 DSDD Disks + Labels	55.00
80 Lockable Disk Box	10.95
Cumana 1 Meg Disk Drive	99.95
Dual Joystick Extension Lead	6.96
Mouse Mat (Extra Thick)	4.95
Parallel Printer Cable	9.95
Philips 8833 Monitor + Cable	274.95
Posso Stackcable 150 Disk Box	19.95
Quickshot Turbo Joystick	11.95
Star LC-10 Printer + Cable	199.95
Star LC-10 Colour + Cable	234.95

Books

Atari ST Internals	14.95
Basic to C	13.00
Disk Drives In and Out	14.95
Gem Programmers Ref. Guide	14.95
Intro to Midi Programming	14.95
Logo Reference Guide	14.95
Peeks and Pokes	11.95
'Tricks and Tips	14.95

All prices include VAT and FREE Delivery in the UK. Overseas orders please add £2.00 per software title and £3.00 per book. Subject to availability goods will normally be despatched within 24 hours. Please endorse cheques with banker card no.

CBS Computers

17 Eversley Road, Bexhill E.Sussex TN40 1HT

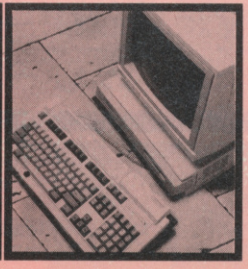
We can also supply CBM-64 Disk Programs at Discount Prices Please phone for details and prices

ORDER BY PHONE
TEL: (0424) 221931

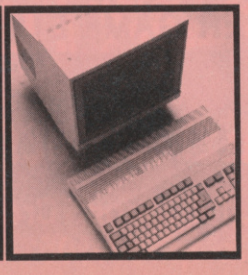
BARCLAYCARD VISA

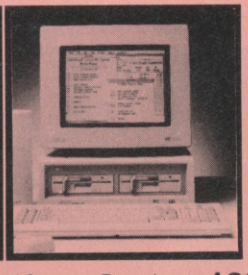
HARDWARE UPGRADE GUIDE

	ACORN ARCHIMEDES	APPLE MACINTOSH
THE RANGE	The 305 and 310 are home machines, while the 410 and 440 are only really of interest to serious users.	The Mac SE comes in a distinctive upright monitor/system box with built-in drives, while the Mac II's system/drive box and dedicated monitor are separate. Both have separate keyboard and mouse.
MEMORY & CHIPS	The 305 has 512K of memory while the 310 has 1Mb, but both use Acorn's own super-fast 32-bit ARM chip as their central processor.	Though both machines have 1Mb of memory, the SE only has a Motorola 68000 to push it around while the II uses the much faster (but closely related) 68020.
PRICES	Recommended retail prices start at £801.60 for the 305 on its own. There's no sign of a second-hand market as yet.	Recommended retail prices start at £2,294 for the SE and £4,329 for the Mac II. Macs tend to keep their value well, so second-hand ones aren't terribly cheap. Cut-price brand new ones are rare too, so the cheapest thing can be to personally import one from the States (i.e. fly to New York, buy a Mac and bring it back with you).
GRAPHICS	Screen resolution is variable: typical modes would be 320x256 in 256 colours 640x256 in 16 colours or – with an expensive multi-sync monitor – an impressive 640x512, again in 16 colours. There's one hardware sprite – the cursor – but with that speedy ARM chip for power, the Archie's blindingly fast in software.	The mono-only SE has a screen resolution of 512x342, while the Mac II runs to a 1027x760 screen in 16 colours, chosen from a palette of more than 16 million!
MONITORS	B/w – composite video; colour – RGB +.sync; no TV modulator.	As well as the built-in (SE) or dedicated (Mac II) Apple units, there are plenty of third-party monitors offering million-pixel screens and similar. Like most things Mac-ish, these get very pricey.
SOUND	The Archie's built in sound features 16 channels (in 8 stereo pairs) and a range of six octaves, all fed through a good-quality internal speaker.	The Mac's four-channel sound chip can produce some very acceptable noises – stereo on the Mac II – but you'll need a third-party MIDI port add-on if you're serious about music.
DRIVES, MICE & JOYSTICKS	The built-in drive is quiet and fast, and packs a healthy 800K onto a 3.5in disk. The Archie comes with a nice 3-button mouse – but has no joystick port!	The fast, reliable built-in drives pack 800K onto a 3.5in disk. The keyboard's very high-quality stuff, as is the one-button mouse.
SOFTWARE	Games for the Archie are rare things indeed. Superior and Grand Slam are both committed to supporting the machine, but for now the only major titles are *Zarch* and (for 310 owners) *Conqueror*, both ACE-rated games. There's still no sign of a game that really pushes the Archie to anything like its limits. The handful of graphics packages available should keep art-loving Archie owners happy for now. Other applications areas are ticking over nicely if not exactly booming.	Games software is not terribly plentiful on the Mac, though adventurers are well catered for. There's a huge amount of graphics and desk-top publishing software – most of it firmly mono – and a fine range of titles for the business user. There's also plenty of great software for the MIDI musician, but it doesn't come cheap.
PROSPECTS	The Archie's educational leanings make for a poor games outlook – there's no sign of support from any of the big-league houses – and the lack of a joystick port doesn't help. The graphics software base would mushroom if Acorn cut their prices, but until then things don't look too hot here either.	The future for the Mac is excellent, but mostly on the serious side of things.
OVERALL	The Archimedes is years ahead of its time, and vastly more powerful than the competition. A stiff bit of price-cutting would make it an unbeatable leisure machine, but Acorn just don't seem to be interested. At the current price it's a worthwhile buy for computer scientists and people with money to burn, but that's about it.	The Mac's a very upmarket machine, and is priced accordingly. Almost essential for DTP users, it's a luxury item or Yuppie toy for the rest of us.
RATINGS	Graphics 5 Sound 4 SOFTWARE: Range 1 Quality 2 Prospects 2	Graphics (SE) 3 Sound 4 SOFTWARE: Range 4 Quality 5 Prospects 4



ATARI ST	COMMODORE AMIGA	IBM PC AND COMPATIBLES
The 520STFM and 1040STF both come as combined keyboard/system/drive consoles.	The A500 is a single unit with built-in disk drive, while the A2000 has a separate keyboard and system box.	IBM's PC is the original, but the best buys these days are 'clones' like Amstrad's PC1512 and 1640. Specifications apply to most modern PCs, but check the details for yourself before buying.
The 520STFM has 512K of memory, while the 1040STF has 1Mb. Both use the Motorola 68000 processor.	The A500 has 512K of memory and the A2000 a hefty 1Mb, both of them using a Motorola 68000 for processing power.	PC compatibles normally have 512K or 640K of memory, with an Intel 8086 or related processor. (The 8088 is slower, while the 80286 and 80386 are faster but more expensive.)
Recommended retail prices are 520STFM P £399.99, 1040STF P £599.99, but there are very strong rumours of an impending price cut, restoring the 520ST's old £299.99 price tag.There's a strong second-hand market in 520ST's, and reductions on brand new ones aren't hard to find either. The new price cuts could well throw this into turmoil, mind you	Recommended retail prices are: A500 £399, A2000 £1236. Shop around for lower prices or package deals. There's a fair old second-hand trade in unwanted A500's, though the recent drop in RRP means that prices here may not be too good. Also still available is the creaky old A1000, the first Amiga model and, with its lengthy boot-up sequence and puny (256K) memory, deservedly discontinued.	Prices start at around £400 for a mono PC, but a 640K machine with an EGA display and top-flight monitor will cost more like £1000. There's a thriving second-hand market, and even buying brand new you're well advised to shop around.
TV or colour monitor users can get at two screen modes on the ST, medium res (640x200 in 4 colours) and low res (320x200 in 16 colours), both working from a 512-colour palette. Users with mono monitors can only access one mode, high res, which gives them a 640x400 screen in black and white.	Hardware sprites and scrolling make conventional games easy to write, while the built-in blitter greatly speeds up large-scale graphics operations. Typical screen modes are 320x200 in 16 colours for games, 320x256 in 32 or 4096 colours for art, or 640x256 in 16 colours for serious use. In all cases, colours are taken from a palette of 4096.	The three main graphics standards are CGA, EGA and Hercules. None of these offer sprites or scrolling in hardware. The main CGA (Colour Graphics Adaptor) modes are 320x200 in 4 colours and 640x200 in mono. CGA has no palette as such: the 4-colour mode comes in two colour-scheme choices, but that's all. An EGA (Enhanced Graphics Adaptor) PC can produce these two CGA modes plus a few of its own, offering displays of up to 640x350 in 16 colours from a palette of 64. Hercules graphics are mono only, but with a maximum resolution of 720x348 they can be very useful for applications like DTP (Desk-Top Publishing).
RGB, Mono, or built-in TV modulator (520ST only – 1040ST needs separate modulator).	SCART output for e.g. Commodore's A1081 monitor (£349.99, but look out for bundling deals). TV modulators are available, but aren't included in the price.	Normally standard RGB, with no TV output.
The internal sound chip's poor, with only three channels and no stereo, but the built-in MIDI port's made the ST a must for penny-wise musicians.	Built-in sound is excellent, with 8 channels in 4 stereo pairs offering you a nine octave range or some reasonable human-ish speech. You'll need a third party add-on to get MIDI compatibility, mind you.	A weak sound standard is very much the PC's Achilles' heel as a games machine, and speaker quality is usually low accordingly. MIDI interfaces are available, but the ST and Mac still beat the PC as machines for the musically minded.
The internal drive stores 360K (most 520s sold at the moment) or 720K (brand new 520s and all 1040s) on a 3.5in disk. A two-button mouse plugs into one of the inconveniently situated controller ports, leaving the other one free for a joystick.	The Amiga's built-in drive is often noisy and always slow, but it does pack 880K onto a 3.5in disk so it's not a total disaster. The two-button mouse takes up one of the machine's two controller ports.	Though 5.25in 360K disks are still the standard, the newer 3.5in 720K drives are becoming more common. There are two different joystick standards, IBM (which is analogue, and the norm for older or American games) and Amstrad (which takes a standard Atari-style stick).
With the best games support of any machine listed here, the ST's probably still leading the upgrade race. Graphics software's some way behind the Amiga but catching up fast, with new titles stretching the ST's limited hardware quite remarkably. The ST's built-in MIDI port has earned it outstanding support on the music front, with some excellent packages from a wide range of companies. Serious software's looking up too.	On the games front the Amiga's now coming out of the ST's shadow, at least to the extent that most ST games also appear in Amiga form. Unfortunately they are still usually straight conversions, taking no account of the Amiga's extra hardware. There's a wide range of art, video and animation packages for the machine, many of them excellent. Music's less well catered for, but the built-in hardware's got great potential.	There's a vast software base for PCs, but relatively few games that are good by modern standards. This situation's rapidly improving though, as is the art side of things (especially on the EGA front). Music software is available (if rather expensive), but it's only on the serious side of things that the PC really wins out.
Great, especially if the price cut materialises as expected. The ST's rapidly catching the 8-bit market leaders on numbers of titles, and easily outstripping them on quality.	Looking very bright now, thanks to Commodore's recent price cut.	Prospects for a PC games boom are good, especially if Amstrad's rumoured ultra-cheap PC leisure clone shows up.
An excellent all-rounder, the ST delivers no-frills power at an affordable price. It's number one for MIDI fans, terrific for games and – with mono monitor – a great machine for serious use as well.	Though its hardware makes it a great games machine, the Amiga still lacks the software to really show it off properly. It's a must-buy for the computer artist, however.	The PC's a fine all-round machine, and the workhorse of modern computing – but if you're just interested in games or music, you'd best look elsewhere.
Graphics 4 Sound 3 SOFTWARE: Range 4 Quality 4 Prospects 5	Graphics 5 Sound 5 SOFTWARE: Range 3 Quality 4 Prospects 5	Graphics 4 Sound 1 SOFTWARE: Range 5 Quality 5 Prospects 4





Computer Adventure World

WE STOCK OVER 2500 TITLES & SPECIALISE IN

ADVENTURES FANTASY WARGAMES STRATEGY

SIMULATIONS CANADA WARGAMES FOR ST-C64-IBM AT £35.00

COMPUTER MODERATED BOARD WARGAMES FOR ONE OR TWO PLAYERS

KURSK CAMPAIGN ... WWII- THE GREATEST TANK BATTLE IN HISTORY
OPERATION OVERLORD ... THE ALLIED INVASION OF EUROPE IN WWII
TO THE RHINE ...THE ALLIED DRIVE AGAINST THE GERMAN HEARTLAND
ROMMEL AT GAZALA .. THE DESERT FOX & MOBILE DESERT WARFARE
MOSCOW CAMPAIGN ..... WWII THE MASSIVE GERMAN OFFENSIVE
IN HARMS WAY ..... TACTICAL NAVAL COMBAT IN PACIFIC FROM 1943
WE ALSO HAVE *MODERN NAVAL*: 7th: FLEET, GREY SEAS, 5th. ESCADRA
WWII: BATTLE FOR ATLANTIC, FALL GELB, STALINGRAD
GOLAN FRONT : *PLEASE CHECK FORMAT AVAILABILITY*

STRATEGY - WARGAME - R.P.G. GAMES IMPORTED FROM USA

PALADIN ... FANTASY RPG, 10 SCENARIOS OR DIY ... ST-AMIGA £34
BREACH ... SCI-FI SPACE MARINE WARGAME / RPG . ST-AMIGA £34
BREACH SCENARIO DISC .. 16 MORE SCENARIOS . ST-AMIGA £19
WIZARDRY I OR II ... DUNGEON FANTASY RPG ... C64 & IBM ... £39.50
NOBUNAGAS AMBITION ... 'SHOGUN' WARGAME RPG .. IBM £42.50
WARSHIP FROM SSI ... PACIFIC NAVAL WARFARE IN WWII . ST .. £39.50
GREAT BATTLES (4) ..... AUSTERLITZ TO GETTYSBURG ..... ST £34
PANZER STRIKE . DETAILED TACTICAL ARMORED COMBAT . C64 .. £29
GOLD OF THE REALM ..... FANTASY RPG PARTY QUEST ..... ST £35

FOR THE SPORT'S ENTHUSIAST - IMPORTED FROM THE USA

3 IN 1 FOOTBALL .. STATS BASED INC. LEAGUE PLAY .. ST £32.50
SUPER SUNDAY . US F'BALL GREAT GRAPHICS & DETAIL . C64 £28.50
SS MANAGER DISC ... EXPANDS THE ABOVE GREATLY ... C64 £22.50
M'LEAGUE BASEBALL FANTASTIC GRAPHIC SIMULATION . ST £42.50
M'LG. OWNER DISC . ADDS GREAT DETAIL TO THE ABOVE .. ST ... £25
WE ALSO HAVE TEAMS DISCS FOR SUPER SUNDAY & MICROL'G BASEBALL

LATEST 'OFFICIAL' ADVENTURE HINT BOOKS :

DUNGEONMASTER . £8.95 : ULTIMA 3 OR 4 . £7.95 : WASTELAND. £8.95
BARD'S TALE 1 OR 2 .. £6.50 OR 3 AT £8.95 : "QUEST FOR CLUES" .. £19.75

SEND LARGE SAE FOR FREE 20 PAGE PRICE LIST
INCLUDES ST AMIGA IBM PCW ATARI COMMODORE AMSTRAD APPLE BBC SPECTRUM

PAYMENT : VISA - MASTERCARD - UK CHEQUE - EURO / GIRO CHQUE
POSTAGE : UK FREE : PER GAME EUROPE £2.00 ELSEWHERE £4.00

Computer Adventure World

Bank Buildings, 1A Charing Cross, Birkenhead L41 6EJ
Telephone: 051-666 1132

RANDOM ACCESS

N'Gar Thrombobo lives! Tremble at the consequences! Quiver with frustration over the ACE Puzzle! Struggle with the ACE Crossword...and check out the other goodies in this month's offerings from computing's liveliest trivia section.

THE ACE SERIAL...

The Git In The Machine: Part 2

Horace Claghandle was worried. For some reason that last Centauran Battledrone wouldn't die. He'd always been able to clear the screen in the past with contemptuous ease - but not any more. That was bad enough, but something even more strange was happening. Even though he hadn't shot it that Centauran Battledrone should have scrolled past to make way for the Radioactive Killer Entrails, but it didn't...

N'Gar Thrombobo was enjoying himself. He carefully explored the confines of the screen, impervious to Horace Claghandle's frantic Megalasering. Only when he was thoroughly satisfied did he retire from the screen - back the way he had come, and straight into the arms, so to speak, of the Radioactive Killer Entrails.

Horace Claghandle watched, amazed, as the Centauran Battledrone went off the screen the wrong way. He was reassured when the Radioactive Killer Entrails appeared as usual, but his relief turned to dismay when half of them turned out to be tied in knots. Surely the disk must have become corrupted, a theory borne out when he came to type in his name on the high-score table below that of...N'Gar Thrombobo.

Now, of course, N'Gar Thrombobo was unstoppable. He constructed himself some very comfortable electronic living quarters in the Amoeba's ROM, and began to explore the other software in the Claghandle household. All was quiet for a few days, until Father Archibald Claghandle returned from a meeting with his bank-manager in tears. A business report, prepared using his latest version of Bloatus 3-2-1, had not turned out quite as expected. On the contrary, it had sent Mr Blenkinsop into hysterics. The exact nature of the problem remained disturbingly unclear as the print-out was instantly shredded by the distraught Blenkinsop who not only refused to discuss the matter further, but also closed all the Claghandle accounts forthwith.

Meanwhile Mavis Claghandle rebooted her wordprocessor eleven times in an attempt to stop Montgomery Heathcliffe being laminated by a large alien battledroid every time he set foot outside Wuthering Manor.

Most badly affected of all, though, was poor Horace Claghandle. He didn't eat, didn't sleep, just sat at his Amoeba trying to shoot that Centauran Battledroid. In the end he went quite mad, and had to be taken away.

That should have been enough for N'Gar Thrombobo, but vengeance had ceased to be his prime preoccupation. For he had discovered that Archibald Claghandle had a modem...

THE ACE PUZZLE No 7

Set by Archie Medes

● **SEVEN SEARCH**

4	3	0	6	7	4
7	9	4	3	6	7
5	1	8	2	1	7
3	4	7	1	9	4
7	4	9	5	6	7
7	8	3	9	7	2

In this grid we have concealed some multiples of the number 7. They can be found in exactly the same way as the words in the more familiar 'word-search' puzzles, except that here we are dealing with numbers rather than words.

You can read the numbers in any direction - up, down, left to right, right to left, or diagonally. For example in the diagonal indicated there are seven multiples of 7:

89117, 8911, 119, 98, 91, 7, and, running in the other direction, 7119.

Can you say how many different multiples of 7 are concealed in this grid? Remember, you may only count any multiple once, even though it may appear in the grid several times. (Zero is not counted as a multiple in this puzzle.)

NAME .....

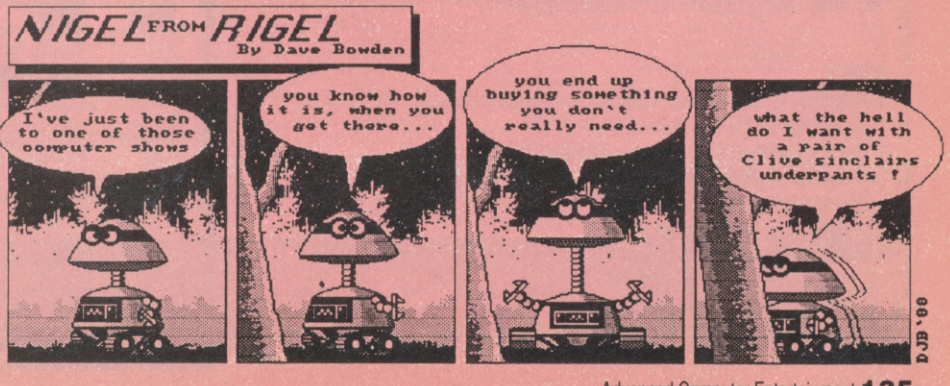
.....

ADDRESS .....

.....

COMPUTER OWNED .....

● SEND YOUR ANSWERS TO: PRIZE PUZZLE 7, ACE, 4 QUEEN STREET, BATH BA1 1EJ. CLOSING DATE OCTOBER 10TH ●



16 BIT CENTRE

HOME & BUSINESS COMPUTERS

HARDWARE

Atari STFM Summer Pack 1 Meg Internal Drive & 22 Games	349.00
Amiga A500 + 3 Games, Modulator, Deluxe Paint	399.00
Amiga A500 as above with The Works (Scribble -Wordprocessor, Organize-Database, Analyze-Spreadsheet)	459.00
Citizen120D Printer with lead ST/Amiga	149.00
1 Megabyte Drives ST/Amiga	99.00
Memorex DS/DD per 10	19.00
Amiga A500 + Commodore 1084 colour monitor	599.00
Amiga Business Pack (*phone for details*)	775.00
Commodore 1084 Colour Hi-Res Monitor including lead for ST or Amiga	£229.00

MIDI SOFTWARE AVAILABLE PLEASE PHONE

AMIGA SOFTWARE

The Works (Scribble, Organize, Analyse)	69.00
Studio Magic	65.00
Deluxe Video	48.50
Sculpt 3D	59.00
Interceptor	18.95
Carrier Command	16.45
Army Moves	16.45

48 Bachelor Gardens. Harrogate
North Yorkshire, HG1 3EE
Tel: (0423) 526322
All prices include V.A.T & Postage, Courier Extra

POOLSWINNER II

THE ULTIMATE POOLS PREDICTION PROGRAM

Boxed, with detailed instruction booklet

- **MASSIVE DATABASE** Poolswinner is a sophisticated Pools prediction aid. It comes complete with the largest database available – 22000 matches over 10 years.
- **PREDICTS** Not just SCOREDRAWS, but AWAYS, HOMES and NO SCORES.
- **SUCCESSFUL** SELEC guarantee that Poolswinner performs significantly better than chance.
- **ADAPTABLE** Probabilities are given on every fixture – choose as many selections as you need for your bet. The precise prediction formula can be set by the user – you can develop and test your own unique method.
- **SIMPLE DATA ENTRY** All team names are in the program. Simply type in the reference numbers from the screen. Or use FIXGEN to produce fixture list automatically (see below).
- **LEAGUE AND NON-LEAGUE** All English and Scottish League teams are supported, and also the non-league sides often used on pools coupons.
- **PRINTER SUPPORT** Full hard copy printout of data if you have a printer.

PRICE £18.00 (all inclusive)

NOW AVAILABLE

FIXGEN 88/9 AT LAST: No more struggling for hours to get the fixture list into the computer. FIXGEN has been programmed with all English and Scottish League fixtures for 1988/89. Simply type in the date, and the full fixture list is generated in seconds. Fully compatible with Poolswinner. Yearly updates available.

POOLSWINNER with FIXGEN £19.50 (for both)

COURSEWINNER V3 **NOT JUST A TIPSTER PROGRAM,** Coursewinner V3 can be used by experts and occasional punters alike.

THE PUNTERS COMPUTER PROGRAM

You can develop and test your own unique winning system by adjusting the analysis formula, or use the program in simple mode. Coursewinner V3 uses statistical analysis of major factors including past form, speed ratings, course statistics, prize money, weight, going, trainer and jockey form etc, etc. It outputs most likely winners, good long odds bets, forecasts, tricasts etc. The database includes vital course statistics for all British courses. You can update the database – never goes out of date. *FULL PRINTER SUPPORT.*

PRICE £18.00 (all inclusive) **includes Flat AND National Hunt versions.**

AVAILABLE FOR
All supplied on tape ... (Automatic Conversion to disc)
AMSTRAD CPCs
BBCs
COMMODORE 64/128
SPECTRUM

DISCS ... (Add £3.00)
AMSTRAD PCW
IBM Format
COMMODORE AMIGA
ATARI ST

Send Cheques/POs for return of post service to ...

selec SOFTWARE

VISA Access phone 24 hrs

62 ALTRINCHAM RD, GATLEY, CHEADLE, CHESHIRE SK8 4DP. ☎ 061-428 7425

(Send for full list of our software)

ACE PRIZE CROSSWORD No7

Set by Mips

The first correct entry taken from the postbag wins software worth £25.00. Closing date for entries October 10th.

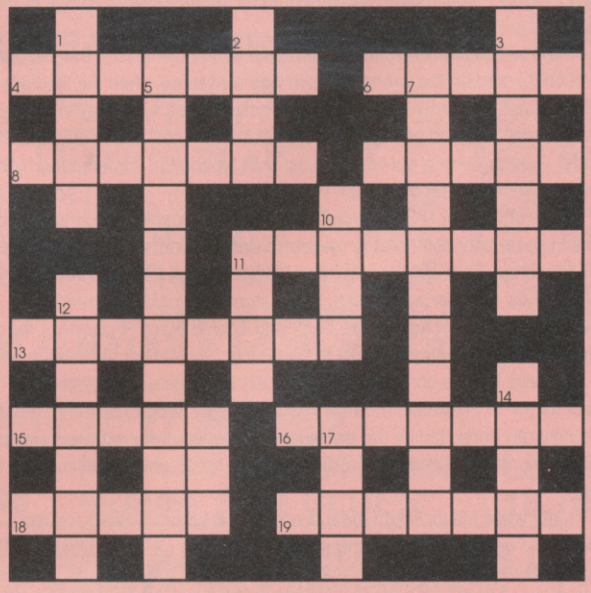
The ACE crossword is cryptic. The answer might be an anagram, or formed from the end of one word and the beginning of another, or simply another word hinted at by the clue. Most – but not quite all – of the answers are computer-related.

ACROSS

4. Keyboard comfort? (7)
6. 'Art', a program i've written on an ST, perhaps (5)
8. One making holes in computer game (7)
9. Boy - this game's full of errors! (5)
11. Car fight from Origin Systems (8)
13. Wrong girl, say, for Spectrum's Clive (8)
15. Sending a message about computer entertainment (5)
16. 'Scared,' a novelty found in games halls (7)
18. I, chan, might get into a state (5)
19. Peter's about to learn first videotex system (7)

DOWN

1. Not interested, we hear, in support for printed circuit (5)
2. Game makes Max so unhappy (4)
3. Put the squeeze on, it may get you fired (7)
5. Computer feature favoured by the schizophrenic (5,6)
7. Game for stormy felines (11)
10. Highlight of arts program (4)
11. Sugar's first in New Zealand (4)
12. Fishy software house (7)
14. Number seen surrounding first videodisk (5)
17. Unusual rear design (4)



CROSSWORD ENTRY FORM

NAME .....

ADDRESS .....

.....

COMPUTER OWNED .....

● SEND TO PRIZE CROSSWORD 7, ACE, 4 QUEEN STREET, BATH BA1 1EJ. CLOSING DATE OCT 10TH. ●

• DISK • SUPPLIES •

75p DS/DD 135tpi 3.5" + VAT each (86p inc) — Min Qty 10

33p DS/DD 48tpi 5.25" + VAT each (38p inc) — Min Qty 25

Full Lifetime Guarantee/ We also supply Branded Discs and Amiga Systems at prices too low to print!

Please Call **0329 282083** *(24hr)*

0705 511439 *(Office)* **0705 511646** *(Fax)*

Athene Consultants • (Media Centre)

VISA 16 Stoke Road, Gosport, Hants.

CHAMPIONSHIP SOCCER

OVER 100K OF PURE FOOTBALL MANAGEMENT

FEATURES: 4 Divisions of 20 Teams of 18 players. Full league season FA, Littlewoods, Euro cups. Full results and tables. Over 1000 player names and skill levels, Named scorers, Penalties, Bookings, Sendings off, injuries, Extra time, Bank Loans, Overdraft, Transfer market. Player statistics. Replays, Team Formations, Insurance, Sackings, 2 Legs, Penalty shoot outs, Away goals, Wages + MUCH, MUCH MORE

SPECTRUM +3 DISC £9.99 SPECTRUM 128/+2 TAPE £7.99
SPECTRUM 48K & COMMODORE 64 AVAILABLE SOON £7.49

STD SOFTWARE *8, GLENBROOK WALK, FAREHAM HANTS, PO14 3AH*

NOTE: not all features available on tape versions
all prices include p+p and vat
make cheques/p.o's payable to STD SOFTWARE

ST MUSIC MATRIX

THE MUSIC MATRIX IS A REVOLUTION IN MUSIC PUBLISHING

FOR THE FIRST TIME MUSICIANS HAVE TOTAL CONTROL OVER THE MUSIC THEY LISTEN TO. THE FREEDOM TO RE-ARRANGE, MODIFY AND LEARN FROM IN GREATER DETAIL THAN EVER BEFORE.

ISSUE 2 CONTAINS A TIMBRE EDITOR FOR THE MT-32,D10,

D20 AND D110 SYNTHS!! SEQUENCER FILES FOR PRO24,

SUPERCONDUCTOR & K-MINSTREL (ALL ORIGINAL MUSIC)

MIDI & MUSIC TUTORIALS IN STBASIC-FASTBASIC-GFBASIC.

RELEASED QUATERLY THE Music Matrix COSTS £10 OR £35 FOR A YEAR (WORLDWIDE)

OVERSEAS READERS REMIT IN STERLING PLEASE.

ISSUE 1 IS AVAILABLE WITH FREE 32-TRAK PD SEQUENCER.

ORIGINAL SEQUENCES, MIDI & MUSIC TUTORIALS etc,etc.

DELIVERED 1ST CLASS OR AIRMAIL BY RETURN !

TRADE ENQUIRIES WELCOMED

THE MUSIC MATRIX

JONGLEUR HOUSE,
14 MAIN STREET, EAST WEMYSS, FIFE. (0592) 714887.

COMMODORE AMIGA A500

PACK A
Amiga A500
Mouse Controller
Deluxe Paint
Workbench 1.2
Workbench Extras
Very First Disk
Owners Handbook
Basic Manual
ONLY £369.95

PACK B
Amiga A500
Mouse Controller
Deluxe Paint
Workbench 1.2
Workbench Extras
Very First Disk
Owners Handbook
Basic Manual
Modulator
ONLY £389.95

PACK C
Amiga A500
Mouse Controller
Deluxe Paint
Workbench 1.2
Workbench Extras
Very First Disk
Owners Handbook
Basic Manual
Modulator
Three Game Pack
ONLY £399.95

PACK D
Amiga A500
Mouse Controller
Deluxe Paint
Workbench 1.2
Workbench Extras
Very First Disk
Owners Handbook
Basic Manual
Philips CM8833
Colour Monitor
ONLY £599.95

PLUS PAY IN CASH OR BY CHEQUE (NOT CREDIT CARDS) ON ANY OF THE ABOVE AMIGA PACKS AND WE WILL GIVE YOU 10 BLANK DISKS AND A MOUSE MAT

ATARI 520STFM SUMMER PROMOTION PACK

PACK A
Atari 520 STFM
Built in 1mb Drive
Mouse Controller
22 Game Software Pack
Joystick
UK Language Disk
Owners Handbook
Basic Reference Guide
ONLY £369.95

PACK B
Atari 520 STFM
With All Items in PACK A
PLUS!! Mouse Mat
Disk Box for 80 Disks
Ten Blank Disks
Twin Joystick Lead
Second Joystick
Computer Cover
ONLY £399.95

PACK C
Atari 520STFM
With All Items in PACK A
PLUS!! A Phillips CM8833 Colour Monitor
ONLY £599.95

Plus!! Free with every Atari pack five Public Domain Software Disks including First Word, Neochrome, Games etc

PLUS!! PAY BY CASH OR CHEQUE (NOT CREDIT CARDS) ON ANY OF THE ABOVE ATARI PACKS AND WE WILL GIVE YOU A FREE SOURCE BOOK AND TUTORIAL WITH A R.R.P. OF £9.95

JOYSTICKS AND PERIPHERALS

PHILIPS CM8802 COLOUR MONITOR £189.95	PHILIPS CM8833 COLOUR MONITOR £249.95	ATARI SM125 MONO MONITOR £109.95	STAR LC 10 DOT MATRIX PRINTER £199.95	PANASONIC KXP 1081 DOT MATRIX PRINTER £169.95	PANASONIC KXP 1082 DOT MATRIX PRINTER £199.95	AMSTRAD DMP 2000 DOT MATRIX PRINTER £159.95	CUMANA CSA 354 1mb ST DISK DRIVE £109.95	TRIANGLE 1mb ST DISK DRIVE £109.95	CUMANA CAX354 AMIGA DISK DRIVE £104.95	CUMANA 5.25" DISK DRIVE £139.95	TWIN JOYSTICK EXTENSION LEAD £5.95	520 STFM VINYL COMPUTER COVER £5.95	10 BLANK 3.5" D.SIDED DISKS £10.95		
EUROMAX PROFESSIONAL PLUS JOYSTICK £15.95	COMPRTITION PRO 5000 BLACK JOYSTICK £12.95	EUROMAX ELITE JOYSTICK £10.45	COMPETITON PRO 5000 CLEAR JOYSTICK £13.45	EUROMAX PROFESSIONAL JOYSTICK £13.95	COMPETITION PRO 5000 EXTRA JOYSTICK £13.95	EUROMAX JOYSTAR JOYSTICK £8.95	EUROMAX ARCADE JOYSTICK £15.95	CHEETAH 125+ JOYSTICK £6.95	EUROMAX MICRO ACE JOYSTICK £11.95	SUNCOM TAC 2 JOYSTICK £10.95	GUNSHOT 2 AUTOFIRE JOYSTICK £6.95	KRAFT MAZE MASTER JOYSTICK £8.95			

SOFTWARE

COMMODORE AMIGA
Football Manager 2 £13.95
Street Fighter £18.95
Bionic Commandos £18.95
Ferrari Formula 1 £17.95
Test Drive £17.95
Bards Tale £17.95
Bards Tale 2 £17.95
Chessmaster 2000 £17.95
Interceptor £17.95
Buggy Boy
Thundercats £16.95
Ikari Warriors £16.96
Black Lamp £13.95
Stir Crazy £13.95
Army Moves £13.95
Three Stooges £19.95

COMMODORE AMIGA
Tetris £13.95
Bermuda Project £16.95
Amegas £10.95
Street Gang £10.95
Jinxter £16.95
Corruption £16.95
Garrison 2 £16.95
Great Giana Sisters £18.95
Flight Sim 2 £27.95
Jet £27.95
European Scenery £13.95
Japanese Scenery £13.95
SPECIAL OFFERS
Little Computer P £9.95
Wizball £10.95
Goldrunner £9.95

ATARI ST
Rampage £10.95
Football Manager 2 £13.95
Street Fighter £15.95
Bionic Commandos £15.95
Chessmaster 2000 £17.95
Bards Tale £17.95
Test Drive £17.95
Overlander £13.95
Space Harrier £13.95
Captain Blood £16.95
Alien Syndrome £13.95
Virus £13.95
Sidearms £15.95
Mickey Mouse £15.95
Arkanoid 2 £13.95
Army Moves £13.95

ATARI ST
Xenon £13.95
International Soccer £13.95
Goldrunner 2 £13.95
Gunship £16.95
Dungoen Master £16.95
Oids £13.95
Shadowgate £16.95
Uninvited £16.95
Bermuda Prject £16.95
Street Gang £10.95
Jinxter £16.95
Corruption £16.95
U.M.S £16.95
Carrier Command £16.95
Legend of Sword £16.95
Great Giana Sisters £15.95

ATARI ST
Flight Simulator 2 £27.95
Jet £27.95
European Scenery £13.95
Japanese Scenery £13.95
Fire and Forget £16.95
Summer Olympic £13.95
Outrun £15.95
Gauntlrt 2 £15.95
SPECIAL OFFERS
Strike Force Harrier £9.95
Computer Hits (4) £13.95
Dark Castle £9.95
Solomons Key £9.95
221B Baker Street £9.95
Vegus Gambler £9.95
Ogre £9.95

ATARI ST
Hacker £9.95
Tass Times Tonetown £9.95
Bubble Ghost £9.95
Lee Enfield Space £9.95
Shangai £9.95
Hollywood Hijinks £9.95
Amazon £9.95
SERIOUS STUFF
First Word Plus £57.50
Fast Basic Rom £69.95
Fast Basic Disk £34.95
Spectrum 512 £44.95
Timeworks DTP £79.95
K Data £34.95
Clock Card Rom £22.95
Clock Card M/Times £24.95

SPECTRUM
Spectrum Adventures £2.50
Inside Your Spectrum £2.50
Basic Made Easy £2.00
Creating Arcade Games £2.00
Educational Programs £2.50
Spectrum Handbook £2.50
Exploring Adventures £2.50
Spectrum in Education £2.50
The IX Spectrum and how to get the most of it £2.50
40 Educational Games £2.50
Book of Games £2.50
Spectrum Gamesmaster £2.50
Practical Robotics £2.50
GENERAL
Confessions Infonanice £2.00

AMSTRAD
Adventure Games £3.00
Learning Programs £3.00
664 Computing £3.00
COMMODORE 64
Exploring Adventures £2.00
Working Commodore 64 £2.50
Easy Programming C64 £2.00
C64 Disk Companion £2.50
C64 Adventures £2.50
C64 Program Book £2.00
DIY Robotics/Sensors £2.50
Graphic Art £2.00
40 Educational Games £3.00
C64 Exposed £3.00
Complete C64 £4.00
Programmes Ref Guide £4.95

MAIL - CENTA

17 CAMPBELL ST, BELPER, DERBY. DES 1AP. TEL: 0773 826830

All prices include VAT and delivery. However for orders under £5.00 Please add 50p handling charge.
Personal callers welcome but bring this advert as prices may vary. All items despatched same day. Whenever possible. Proprietor M.Bridges.

BARCLAYCARD VISA

SOFT CELL

194-196 Canterbury Street,
Gillingham, Kent, ME7 5XG
Telephone 0634 56460

THE BEST OF THE BEST

LAST NINJA 2

Spectrum, CBM64, Amstrad Cass £9.49
CBM64, 2 Amstrad Disk £10.99

BARBARIAN 2

CBM64, Spectrum, Amstrad Cass £6.99
CBM64 Disk £9.49, Spec +3, Amstard Disk £10.99
Atari ST £10.99, Amiga £13.49

VIRUS

Spectrum Cass £5.99 +3 Disk £9.49
Atari ST & Amiga £13.49

Please make cheques payable to:
VIDEO MACHINE/SOFT CELL
Send large S.A.E for FREE Catalogue state machine
FREE P&P (Europe add £1.00)

VISA

TELE-GAMES

Europe's Largest Stock Of Video Games & Cartridges For —

ATARI 2600 · CBS COLECO VISION™ · INTELLIVISION®

IN STOCK NOW

Nintendo · SEGA®

SPECIAL OFFER

Mega game worth £24.95 FREE with Saga console package price £99.95.

Sega console with light phaser and four FREE games

NOW ONLY

£124.95

WICO JOYSTICKS FOR NINTENDO IN STOCK NOW
The leading Video game specialists. Send for lists (state make of game)
TELEGAMES, WIGSTON, LEICESTER, LE8 1TE (0533-880445)
NEW COLECO TITLES NOW IN STOCK NOW OVER 100 TITLES TO CHOOSE FROM

hsv

ALL OUR PRICES INCLUDE CARRIAGE & VAT

HSV COMPUTER SERVICE LIMITED (ACE)
23, Hampstead House, Town Centre, Basingstoke, RG21 1LG

AMSOFT 3" CF2
1 Disk £2.50
5 Disks £11.95
10 Disks £22.95

DISKS — **UNBRANDED LIFETIME GUARANTEE**

		Quantity	10	20	30	40	50	100
31/2" DS/DD		135 TPI	9.95	18.95	27.95	36.95	45.95	89.99

All 31/2" Disks come complete with labels

51/4" DS/DD	48TPI	5.95	8.95	11.95	14.95	17.95	33.95
DS/DD	96TPI	6.95	9.95	13.95	16.95	19.95	37.95

All 51/4" Disks Supplied with write protect tabs, labels and envelopes and come with our no quibble money back or replacement guarantee

DISKETTE STORAGE BOXES

50 x 5 1/4" Hinged Lid Lockable	£6.95
100 x 5 1/4" Hinged Lid Lockable	£8.95
120 x 5 1/4" Hinged Lid Lockable	£10.95
40 x 3 1/2" Hinged Lid Lockable	£6.95
100 x 3 1/2" Hinged Lid Lockable	£8.95
10 x 3" Hinged Lid – Holds 10 (cased)	£5.95
20 x 3" Hinged Lid – Holds 20 (cased)	£9.95

BOXES WITH DISKS

50 x 5 1/4" Disks + 100 Cap Box DS/DD 23.95 DSQD	£25.95
100 x 5 1/4" Disks +120 Cap Box DS/DD 39.95 DSQD	£43.95
20 x 3 1/2" Disks + 40 Cap Box DS/DD	£23.95
50 x 3 1/2" Disks + 100 Cap Box DS/DD	£49.95
5 x 3" CF2 Disks + AMS20 Box	£19.95

CONTINUOUS STATIONERY

(Micro Perf All Edges)	250	Qty 500	1,000	2,000
9.5" x 11" 60 GSM	–	£4.95	£8.95	£14.95
True A4 70 GSM	£4.50	£7.50	£12.95	£22.95
True A4 90 GSM	£5.25	£8.75	£14.95	£27.95
Labels 3.5" x 1.5" (1across)	–	£2.95	£4.95	£9.50
Labels 3.5" x 1.5" (2across)	–	£3.25	£5.50	£10.50
Labels 4.0" x 1.5" (1across)	–	£3.25	£5.50	£10.50
Labels 4.0" x 1.5" (2across)	–	£3.75	£6.50	£11.95
Labels 2.75" x 1.5" (3across)	–	£2.75	£4.50	£8.50

DUST COVERS

Amstrad CPC 464 2 Pce (Mono or Colour)	£7.50
Amstrad CPC 6128 2 Pce (Mono or Colour)	£7.50
Amstrad PC 1512/1640 2 Pce	£8.95
Amstrad PCW 8256/8512 3 Pce	£8.95
Amstrad PCW 9512 3 Pce	£9.95
Amstrad DMP 2000/3000/3160	£4.50
Amstrad DMP 4000	£4.50
Amstrad LQ 3500	£4.50

Credit Card
Hotline (0256) 463507 Faxline (0256) 841018

VISA

MERLINS KINGDOM

PRESENTS
A HALLOWEEN HOLIDAY WEEKEND.

We have designed a ghost story scenario for our WhoDunnit Holiday Weekend at Halloween. Participants will be treated to a novel type of Detective Weekend. Come and play the part of a famous detective with us for this unique occasion. Our Holiday Weekends include Hotel rooms, Meals, all the murder you can take in a weekend, plus some of the best scenery in the UK.

Our weekends are based at the King Arthurs Castle Hotel in Tintagel North Cornwall. The hotel overlooks the ruins of the legendary King Arthurs Castle, and the views are spectacular across the Atlantic coastline. We are easily reached via the M5 and the newly extended A30 dual carriageway.

For further details please write or telephone:
MERLINS KINGDOM
FREEPOST
TINTAGEL
NORTH CORNWALL
PL34 0DN
TEL 0840 770935

ALSO ASK FOR DETAILS OF OUR PLAY BY MAIL – **IT'S MURDER!**

SOLUTION TO PUZZLE No 5

The number is: 3816547290 This number is exactly divisible by 10. Cross off the right hand digit in turn to produce a set of numbers exactly divisible by 9,8,7,6,5,4,3, and 2 in turn.

The solution is not difficult but it is rather lengthy, requiring a bit of logic together with a computer program or two to help things along. Throughout this explanation the term 'divisible' is taken to mean divisible EXACTLY without a remainder.

Any number divisible by 10 must end in zero, so we can immediately place the zero at the right-hand end of the line of digits. By a similar argument, the five digit number can now only end in a 5, so this digit can be placed in fifth position. All multiples of 2,4,6, and 8 must end in an even digit so the four remaining even digits must occur in the positions denoted by 'e', and the odds, therefore in the positions marked 'x'.

xexe5exex0

To determine if a number is divisible by four, divide the last two digits by four. If the division is exact, then the whole number is divisible by four (as in the test for leap years). Since the last two digits of the four digit number must be odd/even, the even digit can only be either 2 or 6.

A similar test can be performed to determine if a number is exactly divisible by 8, except that this time the final THREE digits need to be taken. If these are exactly divisible by 8 then the complete number will be.

Thus, these last three digits must be in the series: 000, 008, 016, 024, and so on up to 992, whereupon the series repeats again. From the arrangement of odd and even digits we need to find all of the three digit terminators in the form even/odd/even, but excluding any where the even digit is zero or the odd digit is 5 (as these digits have already been placed). Also, any which have the two even digits identical can also be eliminated. This is done in program listing 1, which produces the following 12 possibilities:
216 296 416 432 472 496 632 672 816 832 872 892

However, we have already noted that the fourth digit must be either a 2 or a 6, we can eliminate from this list those numbers which contain both.

The list now reads: 416 432 472 496 816 832 872 896

Turning our attention now to the six digit number, this must end in the digits 25_ or 65_, the blank being an even number. The 2 and the 6 being, of course, the final digit of the four digit number. Program listing 2 prints out all multiples of 6 which end in agreement with these digits. This results in an endlessly repeating loop of 10 possibilites. Two can be eliminated as counting a zero, and a further two which contain two similar digits. We can now compare the six remaining values with our list of numbers which terminate the eight digit numbers and a series of pairings can be made:

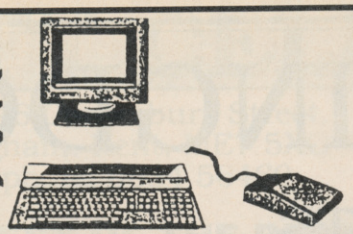
258 can be paired with 816 832 872 896; **254** can be paired with 416 432 472 496; **256** can be paired with 632 672; **654** can be paired with 416 432 472 496; **652** can be paired with 216 296; **658** can be paired with 816 832 876 896

In each of these pairings the last digit of the one value must be the same as the first digit of the other as they form five digit sequences. But, from this list can be removed those values in which any digit is repeated – for example, 258 and 832 (there are two 2's). This will result in just seven five digit sequences – these digits being at positions 4 to 8 in the 10 digit number:
25816 25896 25416 25496 65432 65472 or 65832

We can now fit in the missing even digit for each of these possibilities as three even digits have already been accounted for (plus the zero at the end). In the case of the first of the set of numbers above we would get:
x4x25816

Now, the first three digits must be a multiple of 3 and the two x's are two of the remaining odd digits (i.e. excluding 5 and the odd digit already in 7th place). In the above example the unused odd digits are 3, 7 and 9 and a quick check will reveal that there is no combination which will form a multiple of 3 with the 4 as the middle digit. The remaining possibilities each produce either two or four likely numbers. These are listed below. This gives us in each case the first eight digits of the sequence. Although we have checked that the three digits which end the six digit sequence can end a multiple of 6, we have not as yet checked that the complete six digits are divisible (unlike the case of 4 and 8, multiples of 6 cannot be tested in this way). We already know that every one of these sequences have 'n' digits that are divisible by 'n' when 'n' is either 2, 3, 4, 5 or 8. Now we have to test that

Deduct 10% from all Prices



SILICON SHACK

ATARI ST HARDWARE & SOFTWARE

27a SAXBY'S LANE, LINGFIELD, SURREY RH7 6DC

ALL ENQUIRES + TO ORDER Tel: (0342) 833665

TITLE	Amstrad
10	6.25
A.T.F	6.75
19 Boot Camp	6.25
Airborne Ranger	10.50
Alien Syndrome	6.95
Alt World Games	6.75
Arkanoid II	6.25
Avenger	2.99
Beyond The Ice Palace	6.95
Bionic Commandos	7.45
Black Lamp	6.25
Buggy Boy	6.75
Combat School	6.25
Cybernoid	7.45
Dan Dare II	5.50
Dragons Lair I	3.99
Dragons Lair II	3.99
Dreadnought	7.45
Enduro Racer II or I	6.75
Elevator Action	2.99
Firefly	6.25
Flintstones	6.50
Flying Shark	6.25
Football Manager II	6.95
Football Director	6.25
Frightmare	9.95
Gothick	6.95
Gee Bee Air Rally	7.45
Gunboat	6.75
Gunship	10.50
Gutz	6.50
Hercules	7.45
Hunt for Red October	10.50
Ikari Warriors	6.75
Impossible Mission II	6.75
Jailbreak	2.99
Jinks	7.45
Karnov	7.45
Last Ninja	6.75
Lords of Midnight	6.99
Magnetron	6.50
Mask III	6.25
Moon Cresta	5.25
Navy Moves	6.25
Nemesis	2.99
North star	6.75
Out Run	6.75
Pacland	6.95
Pink Panther	6.75
Platoon	6.75
Predator	6.75
Project Stealth Fighter	10.50

TITLE	Amstrad
Rampage	6.75
Rastan Saga	6.25
Ring Wars	7.45
Rimrunner	6.50
Roy of the Rovers	6.75
Samurai Warrior	6.50
Shackred	7.45
Shadowfire	6.50
Side Arms	6.75
Soldier of Light	6.50
Super Hang On	6.75
Super Sprint	3.99
Target Renegade	6.50
Task III	6.75
Terramex	6.75
Time & Magik	11.20
Vampires Empire	6.75
Venom	7.45
Victory Road	6.25
Winter Games (128K)	3.99
Winter Olympiad 88	5.50
Wizard Warz	6.75
Yeti	6.50

TITLE	Atari ST
Adventure Creator	27.50
Aaagh	16.99
Alien Syndrome	13.99
Alt. World Games	12.95
Army Moves	12.95
Bad Cat	12.95
Barbarian (PAL)	10.50
Barbarian (PSY)	15.95
Beyond the Ice Palace	10.50
Bionic Commandos	13.99
Black Lamp	12.95
BMX Simulator	9.99
Captain Blood	16.99
Carrier Command	15.95
Combat School	12.95
Crash Garrett	12.95
Dark Castle	15.95
Defender of the Crown	19.95
Dungeon Master	15.95
ECO	10.50
Feud	6.95
Flight Simulator II	27.50
Fright Night	12.95
Garrision	15.95
Gee Bee Air Rally	13.99
Goldrunner II	12.95
Gryzor	12.95

TITLE	Atari ST
Gunship	15.95
Hercules	13.99
Hot Football	15.95
Hunt for Red October	15.95
Insantiy Flight	15.95
International Soccer	12.95
Jinks	16.99
King of Chicago	19.95
Leaderboard	15.95
Leaderboard Tournament	6.95
Leather Neck	12.95
Legend of the Sword	16.99
Mach 3	12.95
Mindshadow	8.95
Moonmist	8.99
North Star	12.95
Obliterator	15.95
Oids	12.95
Out Run	12.95
Pacland	12.95
Platoon	12.95
Predator	12.95
Rimrunner	16.99
Rolling Thunder	12.95
Scenery Disks 7 or II	15.95
Shadowgate	19.95
Sinbad & Throne of the Falcon	19.95
Slaygon	13.99
Sorceror	7.99
Star Trek	12.95
Star Wars	12.95
Starcross	12.95
Strip Poker II	7.99
Superstar Ice Hockey	9.95
Tass Times	15.95
Terminator	7.99
Terramex	16.99
Terrorpods	12.95
Time & Magic	15.95
Torqueing Chopper	12.95
UMS	16.99
Ultima III, IV or V	15.95
Vampires Empire	15.95
Verminator	12.95
Western Games	12.95
Where Time Stood Still	12.95
Winter Olympiad 88	12.95
Wishbringer	8.99
Witness	7.99
Wizball	12.95
Xenon	12.95
Zork I, II or III	7.99

We also sell Computers, Monitors and Disc Drives etc at Reduced Prices !!!

the first 6 digits are divisible by 6, and the first 7 digits are divisible by 7. These are therefore tested on the table below:

	n=6	n=7
74125896	✓	x
14725896	✓	x
78325416	x	x
38725416	x	x
78925416	x	x
98725416	x	✓
78325496	x	x
38725496	x	x
18325496	x	x
38125496	x	x
18965432	✓	x
98165432	✓	x
78965432	✓	x
98765432	✓	x
18365472	✓	x
38165472	✓	✓
18965472	✓	x
98165472	✓	x
14765832	x	x
74165832	x	x

From this it can be seen that only 38165472 passes both tests, thus producing a single sequence of eight digits in which the first 'n' digits are divisible by 'n'. All that remains is to add the missing two digits. The ninth digit can only be the one remaining odd digit (9). The nine digit sequence so produced, must be divisible by 9, as indeed it is (in fact, the sequence of digits 1 to 9 in ANY order will always produce a multiple of nine). It just remains to add the zero on to the right-hand end to complete our sequence of ten digits with the required property: 3816547290

LISTING 1

```
100 FOR N=0 TO 992 STEP 8
110 N$=STR$(N)
120 IF LEFT$(N$,1)=RIGHT$(N$,1)
THEN 180
130 D$=MID$(N$,1,1)
140 IF D$="1" OR D$="3" OR
D$="5" OR D$="7" OR D$="9"
THEN 180
150 D$=MID$(N$,2,1)
160 IF D$="0" OR D$="2" OR
D$="4" OR D$="6" OR D$="8"
THEN 180
170 PRINT N$; " ";
180 NEXT
```

LISTING 2

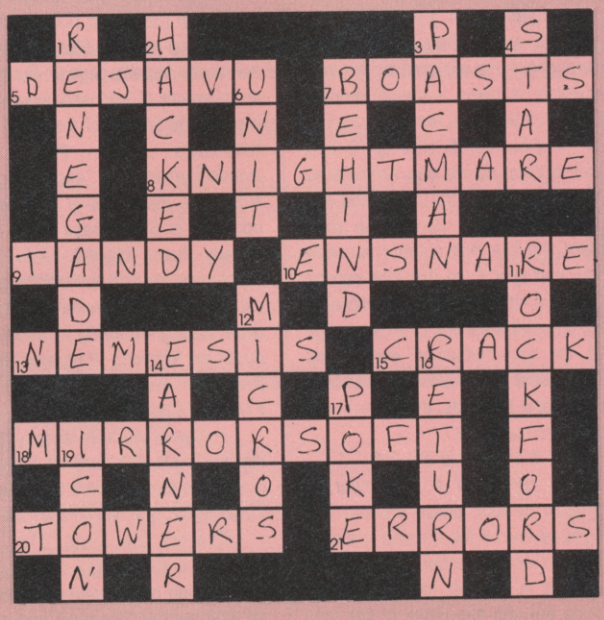
```
100 N=258
110 N$=STR$(N):N$=RIGHT$(N$,3)
120 IF MID$(N$,1,1)<>"2" AND
MID$(N$,1,1)<>"6" THEN 150
130 IF MID$(N$,2,1)<>"5" THEN
150
140 PRINT N$;" ";
150 N=N+6: GOTO 110
```

This month's winner is **Philip Beber** of Oldmeldrum in Aberdeenshire who wins himself £25 of software for his Amstrad. ●

SOLUTION TO PRIZE CROSSWORD NO 5

The first correct entry out of the postbag for last months was **P. M. Thorp** of **Macclesfield,** who wins £25 worth of software for his micro.

This is what the completed crossword should have looked like...



TIGER MAIL ORDER

FAST AND FRIENDLY SERVICE IS OUR SPECIALITY

1943	15.95
Arcade Force Four	16.95
Army Moves	12.95
Barbarian 2	9.95
Bards Tale	16.95
Bermuda Project	15.95
Beyond Ice Palace	9.95
Bionic Commandos	13.95
Black Lamp	12.95
Captain Blood	15.95
Carrier Command	15.95
Chessmaster 2000	16.95
Daley Thompson	12.95
Dungeon Master	15.95
Empire	16.95
Ferrari Formula 1	16.95
Garfield	12.95
Gauntlet 2	13.95
Gunship	15.96
Helter Skelter	9.95
Ikari Warriors	12.95
Lords of Conquest	16.95
Platoon	12.95
Powerdrome	16.95
Return to Genesis	15.95
Revenge of Doh	12.95
Scrabble Deluxe	12.95
Soilder of Light	15.95
ST 5 Star	15.95
Stac	12.95
Summer Olypaid	12.95
Time and Majik	15.95
UMS	15.95
Virus	12.95
Where Time Stood Still	12.95
Whirlygig	12.95
Wizard Warz	13.95
Zenith	16.95

AMIGA

Aargh!	12.95
Army Moves	15.95
Barbarian 2	12.95
Bards Tale 2	16.95
Bermuda Project	15.95
Beyond The Ice Palace	15.95
Bionic Commandos	16.95
Birdie	16.95
Black Lamp	12.95
Buggy Boy	15.95
Carrier Command	15.95
Championship Cricket	9.95
Daley Thompson 0. Challenge	15.95
Empire	16.95
Ferrari Formula 1	16.95
Football Manager 2	12.95
Hotshot	12.95
Ikari Warriors	15.95
Interceptor	16.95
Land of Ledgends	15.95
Leathernecks	12.95
Mortvile Manor	15.95
Obliterator	15.95
Platoon	15.95
Scrabble Deluxe	12.95
Sky Chase	12.95
Star Fleet	16.95
Street Fighter	16.95
Sub Battle Simulator	16.95
Summer Olympaid	12.95
Tanglewood	12.95
Thundercats	15.95
Tracers	15.95
Wizball	16.95
World Darts	6.95
World Tour Golf	16.95
Zoom	12.95
Zynaps	12.95

HARDWARE

Amiga 500 + Modulator or £60 RRP of Software	£369.95
Amiga 500 + Colour Monitor	£599.95
Amiga Business Pack	£749.95
Quickshot II Turbo	£10.50
Competition Pro Clear	£11.95
Cheetah Mach One	£11.50

New titles sent on day of release

DUE TO RESTRICTED SPACE, THIS IS A SMALL SELECTION OF OUR AVAILABLE TITLES. IF YOU CAN NOT SEE WHAT YOU REQUIRE THEN PLEASE

RING US ON: 0272-550075 (24 hours)

All Prices include V.A.T. and Postage in the U.K. E&OE Outside U.K.

Please add 75p per item for Postage.

PLEASE MAKE CHEQUES OR P.O.'S PAYABLE TO

VISA

TIGER MAIL ORDER

86 Blackswarth Road, Redfield, Bristol BS5 8AS

Cottage Software

All prices include V.A.T. and delivery

P.O Box No.8, Shaw OL2 8QN, Tel: 0706 845365

VAT Reg. No 508-1766-43

AMIGA

Aegis Animator Images	£79.50
City Desk	£79.95
Digipaint	£42.95
Digiview 2	£124.95
Forms in Flight	£52.95
IntroCAD	£47.95
K-Seka 68000 Assembler	£36.95
Maxi Plan A500	£74.95
MCC Macro Assembler	£52.95
PageSetter	£69.95
Photon Paint	£52.95
Pro Video	£116.90
Silver Ray Trace	£89.95
Superbase Personal	£74.95
TV/Show/TV Text (each)	£74.95
Videoscape 3D	£109.00
Graphics Pack (Express Paint / Pageflipper / IntroCAD)	£89.95
Sound Pack (Perfect Sound / Midi I/Face)	£117.95
Baxall Camera	£199.00
Digipic Frame Grabber	£249.00
Genlock (Rendale)	£259.00
NEC 3.5" Drive	£92.95
Supra 20mb Drive + D/Master	£597.95
1.5mb Inboard RAM (Spirit)	£325.00

ATARI

Accountant	£128.95
Aegis Animator	£42.95
Bookeeper	£85.95
CAD 3D	£19.95
Calligrapher	£54.95
Cyber Studio	£67.95
Desktop Publisher	£67.95
Digidrum	£17.50
Graphic Artist V1.5	£155.00
Hi Soft Basic	£59.95
K-Data	£34.95
Lattice C 3.4	£68.95
Little Computer People	£24.95
Mailshot Plus	£36.95
MCC Assembler	£35.95
MCC Pascal	£65.95
Pro Sound Designer	£43.95
Pro sprite Designer	£29.95
Quantum Paintbox	£13.50
ST Doctor	£14.50
ST Toolbox	£24.95
Superbase Personal	£74.95
Word Perfect	£169.95
Cumana 1mb 3.5" Drive	£129.95
Linnet Modem	£135.95
ST Sound Sampler	£49.95
3D Graphics	£30.95

★ Amiga A500 Package ★

Amiga A500 + D/Luxe Paint

★★ NOW ONLY £385.00 ★★

★ Atari 520 STFM Package ★

Atari 520 STFM + 1mb Drive
22 S/Ware Games (R.R.P £400)

★★ NOW ONLY £375.00 ★★

★ ★ NEW Atari STOS Games Programming System £19.95 ★ ★

For more details, send a large s.a.e.

Please make cheques or postal orders payable to:

'COTTAGE SOFTWARE'

Please endorse cheques with banker's card number

ATARI SUMMER PACK FROM STL: £349 INC.

ATARI SUMMER PACK RRP: £399

New model 520 STFM Computer, 512K RAM but with 1MB double-sided disc drive,
Plus £400 worth of software on 15-disc wallet,
Plus Mouse and joystick.
Plus our starter Pack.

OUR PRICES:

Collected from our office or warehouse £349.00
24-hour courier service £357.00
Datapost £360.00

All prices are all-in and inclusive of VAT. All our computers are covered by full 12 month guarantee. Full sale conditions and catalgoue are available on request.

FD200 MB Floppy Disc Drive

£79.95 INC

SUMMER PACK UPGRADED TO 1 MB OF RAM ADD

£100 INC

PHONE 0702-354674 TO PLACE AN ACCESS/VISA ORDER

Within limits of stock availability, our fully computerised ordering/despatch system will get your order out directly from our warehouse the same or following day.

Solidisk Technology Ltd, 17 Sweyne Avenue, Southend-on-Sea, Essex SS2 6JQ.

Name .....

Address .....

VISA/ACCESS .....

SOLIDISK

SOFTWARE BUNDLE:

—Marble Madness (Electronic Arts) worth £24.95
—Strike Force Harrier (Mirrorsoft), worth £24.95
—Defender of the Crown (Mirrorsoft), worth .£24.95
—Tetris (Mirrorsoft), worth £19.95
—Trailblazer (Gremlin Graphics), worth £24.95
—International Karate (System 3), worth £19.95
—Arkanoids (Ocean), worth £14.95
—Enduro Racer (Activision), worth £14.95
—Roadwars (Melbourne House), worth £19.95
—Plutos (Tynesoft), worth £14.95
—Rampage (Activision), worth £14.95
—Chopper X (Mastertronic), worth £10.00
—Winter Olympiad 88 (Tynesoft), worth £19.95
—Ranarama (Hewson), worth £19.95
—Slapfight (Ocean, worth £19.95
—Eagle Nest (Pandora), worth £19.95
—Q-Ball (English software), worth £19.95
—3-D Galax (Gremlin Graphics), worth £19.95
—Leviathan (English software), worth £14.95
—Warlock (The Edge), worth £14.95
—Supersprint (Activision), worth £14.95
—Mouse Trap (Tynesoft), worth £14.95
—Megaroids (Megamax)
—Basic language
—Dr Logo
—Neochrome
—Picture Demo disk

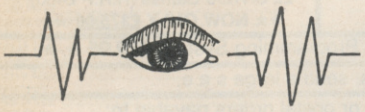
WHY PAY MORE AT YOUR LOCAL COMPUTER STORE? WE DELIVER TO YOUR DOOR, AND FAST!

SOUND & VISION COMPUTERS

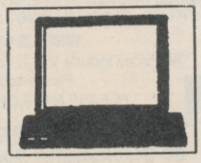
TELEPHONE: 09252 20257
178 Wargrave Road, Newton-Le-Willows, Merseyside

Computers, Software, hardware, both TV and Video repairs with **FREE** estimates.

Registered Acorn, Amstrad, Atari and Commodore dealers.
I mean what more could anyone ask for from a computer store like
SOUND & VISION



MAIL ORDER NO: 09252 7398
24 hr Helpline Service: 09252 3912



17 BIT SOFTWARE

THE NUMBER ONE USER CLUB FOR ATARI ST AND COMMODORE AMIGA OWNERS

If you like Advanced Computer Entertainment you'll love our PD discs, chosen from the best sources, all our discs are of the very highest quality and at a price that's gentle to your wallet.

We also produce our own disc-based magazine that combines articles, news, reviews, utilities, the latest virus killers, art, gossip and the latest mega demo.

These disc-magazines are Free to existing members - they simply send in the old disc and we update it and return it when the next disc becomes available.

Details of our PD range are also on the disc we now carry over 300 discs for the Amiga and over 150 for the Atari ST. The price of our PD discs is just £2.50 each.

We've had thousands of very satisfied customers who just can't believe the service we offer - try us for our speedy delivery !!

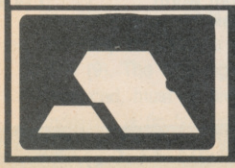
You too will be surprised at the content of our disc - if you have'nt seen one why not try it - you will be very surprised.

For the latest version of our disc just send us £3 for which we will enrol you in the club and you will be entitled to all our future discs - Free of charge!

This offer and our services just cannot be beaten anywhere else!

We also supply commercial software at discount prices - you will be sent a full, up to date list with your disc.

SATISFACTION GUARANTEED
THE BEST £3 YOU COULD EVER SPEND!



17 BIT SOFTWARE
PO BOX 97, WAKEFIELD WF1 1XX
0924 366982

HOMEVIEW

ATARI DEALER

296 Brockley Road, Brockley
London SE4 2RA
Tel: 01-691 0207

Complete range of Atari Computer Hardware and Software, also large range of Amiga, Sega Hardware and Sofware

ATARI DEALER

THE FIRST No. 1 ST DEALER IN SOUTH EAST LONDON
ESTABLISHED SINCE 1983

Atari 1040STF	Special Offer £449.00
520STFM inc. Mouse 1Mb Drive	£379.00
520STFM 0.5 Mb Drive	Special Offer £269.00
520STFM 1Mb Drive inc. £400 of Software	Special Offer £359.00
Amiga 500	£379.00
Sega Game Consul	£99.00
Star LC10	£228.00
Star LC10 Colour	£297.85
Star LC10 Sheet Feeder	£74.95
PC1	£379.99
PC2 inc Monitor	£1037.00
External Modulator (1040ST)	£71.95

VIDEO LIBRARY SOFTWARE OUR SPECIALITY
ST & PC VERSIONS

BUSINESS

The Director Video Library Software (Authorised Malvern Dealer) £546.25

IS YOUR SAGE ACCOUNTANT TOO SLOW?
CONVERSION OF ST DATA TO IBM PC VERSION AVAILABLE

Sage Accountant	ST/PC £154.22
Sage Accountant Plus	ST/PC £205.97
Sage Accountant Controller	ST/PC £309.46

(Authorised Sage Dealer)

Firstword Plus	£75.95
Superbase	£89.95
Superbase Pro	£224.95
Time Works DTP	£89.00
CAD 3D Version 2	£84.50
Fast Basic Rom	£80.91
Fast Basic Disk	£44.45
Sony MD2 DD/DS	Special Offer £12.50
Memorex DD/SD	£12.95

ENTERTAINMENT

Bad Cats	ST £17.95
Beyond Ice Palace	ST £17.95
Carrier Command	ST £22.45
Captain Blood	ST £22.45
Dungeon Master	ST £22.45
Defender of the Crown	ST £26.95
Eddie Edwards Super Ski	ST £17.95
European Scene Disk	ST 19.95
Flight Sim 2	ST £35.95
Football Manager 2	ST £17.95
Gunship	ST £22.45
Gauntlet II	ST £17.95
Masters of the Universe	ST £17.95

Mickey Mouse	ST £17.95
Obliterator	ST £22.45
Overlander	ST £17.95
Platoon	ST £17.95
Stack (Adven Write)	£35.95
Scrabble Deluxe	ST £17.95
Sidewinder	ST £9.95
Space Harrier	ST£17.95
Virus	ST £17.95
Vixen	ST/Amiga £17.95
Xenon	ST £17.95
Barbarian	ST/AMIGA £22.45
Better Dead Than Alien	ST/AMIGA £17.95
Fire & Forget	ST/AMIGA £22.45
Japan Scenery Disk	ST/AMIGA £17.95
Leatherneck	ST/AMIGA £17.95
Peter Beardsley's	ST/AMIGA £17.95
Bad Cats	AMIGA £22.45
Barbarian Ult Warr	AMIGA £ 17.45
Gee Bee Air Rally	AMIGA £17.45
Interceptor	AMIGA £22.45
Capone	AMIGA £22.45
Choplifter	SEGA £18.95
The Ninja	SEGA £18.95
Out Run	SEGA £23.70
Space Harrier	SEGA £23.70

ALL LATEST ATARI, AMIGA, SEGA SOFTWARE IN STOCK
Please note we can not list all Software as we are currently carrying over 1000 titles on the Atari range of computers in stock
ALL PRICES INCLUSIVE OF V.A.T.
Callers welcome Monday-Saturday 10.30 a.m. - 8 p.m. Sunday 11a.m. - 3p.m.
Note: Printers, all types of leads, disk boxes, joysticks, peripherals, etc.
FULL DEMONSTRATION AVAILABLE SOFTWARE & HARDWARE
24 Hour answer service
★ While stocks last, limited offer, with this advert only *Mail order add £12.50 delivery (hardware only)*
★ **BRING THIS ADVERT FOR FURTHER DISCOUNT**
OFF ALL SOFTWARE CALL IN AND CHAT OVER A CUP OF COFFEE

VISA

EXTERMINATE, EXTERMINATE..!(2)

Rod Lawton's finally got his Mac back. And it would seem that the members of the ACE team (and now half the art dept. too) are not alone in being addicted to that trivial, time-wasting game called **Daleks**. Since we reported (in last month's RAM) that Rod was finding it increasingly difficult to actually get down to some work because someone else was always using the Mac for a quick tin monster mash, we've had several different versions of the game come flooding through the door.

Nowadays, Rod's back to working on the Mac while Bob's off playing the CPC version of the game and Andy Wilton's playing the ST version. Andy Smith's twiddling his thumbs at the moment, waiting for an Amiga version to arrive (thanks to some kind reader). Curiously, none of the **Dalek** programs we've recieved are anything like the new version of the game. We've got Daleks/2.0 on all the Mac's too, but nobody seems to play it, preferring the earlier versions (Daleks or Daleks/+).

There's a reason for this - the later version offers speedier daleks, a permanent hi-score table, and one or two other tweaks, but fails to impress. It's a perfect example of programming progress failing to improve on a game idea whose simplicity simply doesn't need tarting up. By comparison, the new version's awful, it lacks addictive gameplay and 9 out of 10 people who expressed a preference, said they prefered the old version.

Strange isn't it? How 'improvements' in a sequel can often ruin whatever it was that made the first game so good. Remember the disappointment you felt when you loaded up **Thrust 2** for the first time?

DUST COVERS FROM BBD - THE PROFESSIONAL OPTION

Protect your Amiga, or Atari with a dust cover from the BBD Professional Range.

Made from best quality proofed nylon that has been treated with a flame resistant and anti - static inhibitor. BBD Dust Covers are tastefully finished with contrasting pipings. They will never crack, discolour, tear or fade, they can be washed and ironed and so confident are BBD of their quality that they give non-quibble guarantee with every cover.
BBD covers are not expensive and all our prices include VAT and P & P

ATARI 520 ST AND 1040 COVER SETS

Comprising covers for the keyboard, monitor, disc drive and mouse

Monochrome Sets	£9.00
Colour Sets	£8.50
Atari 520 STFM	£4.50

AMIGA DUST COVER SETS

Amiga 500, Keyboard only	£4.50
Amiga 1000, one piece cover	£7.50
Amiga 2000, two piece set	£9.50

In addition to the above BBD offer a wide range of other covers including printer covers from only £5.00.
Why not contact us for further details

BBD DUST COVERS
The Standish Centre, Cross Street, Standish, Wigan. WN6 0HQ.
***Telephone*: 0257-422968 ext. 31 *FAX*: 0257-423909**

VISA

SOFTWARE EXPRESS

EUROPE'S LARGEST ATARI MAIL ORDER COMPANY

(021) 328 3585

Access VISA

A-MAGIC Turbodizer (VIDEO)

The A-Magic Turbo-Dizer was developed especially for the Atari St. It is one of the fastest video-digitizers on the market. Simply plug the small (12 x 7 x 3cm) black box to your ST's ROMport (Mega ST also) and you're ready for action. From now on you can display everthing on your SM 124/125 or colour monitor. All you need is a PAL-videosignal, which is supplied by any TV, video-camera or VCR.

You can digitize using your ST in 2 - 32 graylevels and process with the image using the following programs: Degas (Elite), Neochrome, Colorstar, Monostar (+), STAD, Art-Director, D.R.A.W...

With two grey levels it is possible to digitize up to 25 pictures per second (realtime).
What else can you do with the digitizer?

Advertising - Illustrations - Room Monitoring - Animation - Sideshows

Technical data:
Hardware:
- resolution 640 x 400
- goldplated contracts
- Power supply from computer
- input signal through BNC socket

Software:
- resolutions 640 x 400, 320 x 200
- gray levels 2, 4, 8, 16, 32, either red, blue, green or gray

NEW ENHANCED VERSION INC ANIMATION ETC £149.95 inc VAT.

***HEAD OFFICE* 514/516 ALUM ROCK ROAD, BIRMINGHAM B8 3HX (021) 328 3585**
***Also At* 212/213 BROAD STREET BIRMINGHAM B15 2JP (021) 643 9100,**
9, EXETER STREET, PLYMOUTH. PL4 9AQ (0752) 265276

SHEKHANA COMPUTER SERVICES - ESTAB: SINCE 1978

ACCESS - ORDER BY CREDIT CARD LINE 01-348-2907 - VISA

Software Title	Spec Cass	Spec Disk	C64 Cass	C64 Disk	AMS Cass	AMS Disk
Night Raider	7.50	D1	7.50	D2	7.50	D2
Overlander	5.50	D1	7.50	D1	7.50	D2
Bubble Bobble	5.50	D1	6.30	D2	6.30	D2
Alien Syndrome	6.30	D2	7.50	D2	7.50	D2
Footll Manager 2	7.50	D2	7.50	D2	7.50	D2
Alt World Games	5.99		7.50	D2	7.50	D2
Netherworld	5.99	D1	7.50	D2	7.50	D2
Dream Warrior	6.75		7.50	D2	7.50	D2
Imposs'le Mission 2	6.75		7.50	D2	7.50	D2
Street Fighter	6.75	D1	7.50	D2	7.50	D2
Elite	7.99		10.99	D3	7.99	D2
Head Alignment	7.50		7.50	–	7.50	–
Soldier of Light	5.50		7.50	D1	7.50	D2
Sorcerers Lord	9.99		9.99	D3	9.99	D3
Black Lamp	5.50	D2	6.30	D2	6.30	D2
Match Day 2	5.50	D2	6.30	D1	6.30	D2
Leaderboard Coll'n	12.99	D4	12.99	D4	12.99	D4
California Games	6.75	D2	7.50	D2	7.50	D2
Rastan	5.50		6.30	D2	6.30	D2
Linekers Superskill	5.50	D1	7.50	D2	7.50	D2
Starglider	10.99	D2	10.99	D3	10.99	D3
Last Ninja 2	9.99	–	9.99	–	9.99	–
Ikari Warriors	6.50		7.50	D2	7.50	D2
Football Director	6.99		6.99	–	6.99	–
Adv Tac'l Fighter	6.75	D2	7.50	D2	7.50	D2
Ocp Art Studio	10.99		10.99	D3	–	D4
Green Beret II	5.50		6.30	D1	6.30	D2
Gunship	7.50	D2	10.99	D4	9.99	D4
Track Suit Manager	7.50		7.50		7.50	
N.Mansells G.Prix	7.99		7.99	D2	7.99	D2
Empire Strikes Back	7.50		7.50	D2	7.50	D2
Peagus Bridge	9.99		–	–	9.99	D3
Driller	10.99	D3	10.99	D3	10.99	D3
Gold/Silver/Bronze	12.99	D4	12.99	D4	12.99	D5
Gauntlet II	6.75		7.50	D2	7.50	D2
The Games	6.75	D2	7.50	D2	7.50	D2
Dark Septre	5.50		–	–	6.30	D2
Solid Gold	7.50	D2	7.50	D2	7.50	D4
Buggy Boy	5.50		7.50	D2	7.50	D2
Battlefield Germany	9.99		–		9.99	D3
Super Hang On	7.50	–	7.50	D2	7.50	D2
Platoon	7.50	D2	7.50	D2	7.50	D2
Time + Magick	10.99	D2	10.99	D2	10.99	D2
Garfield	7.99		–	–	7.99	D2
Predator	7.50		7.50	D2	7.50	D2
Captain Blood	–		7.50	D2	7.50	D2
Konami Collection	7.99	D3	7.99	D3	7.99	D3
Vampire Empires	5.99		7.50	D2	7.50	D2
Arkanoid II	5.50	D2	6.30	D2	6.30	D2
Guild of Thieves	–	D2	–	D4	–	D4
Out Run	6.75	D2	7.50	D2	7.50	D2
P.H.M.Peagus	7.99		7.99	D2	–	–
Virus	5.50	D1	–	–	–	–
Badcats	6.75	D2	7.50	D1	7.50	D2
Jinxter	–	D2	–	D4		D4
Pandora	–		7.50	D2		

Software Title	Spec Cass	Spec Disk	C64 Cass	C64 Disk	AMS Cass	AMS Disk
* Double Dragon	7.50	–	7.50	D2	7.50	D2
Salamander	5.50	–	6.30	D2	6.30	D2
Test Drive	–	–	7.99	D2	–	–
" 19 "	7.50	D2	7.50	D2	–	–
Barbarian - Mel	7.50	–	7.50	D2	–	–
Advance Art Studio	16.99	–	16.99	D5	–	D5
Terrapods - Mel	7.50	–	7.50	D2	–	–
Marauder	5.99	D1	7.50	D2	7.50	D2
R-Type	6.99	–	6.99	D2	6.99	D2
Carrier Common	10.99	D2	–	–	10.99	D4
Mini Office II	–	–	14.99	D4	12.99	D4
Xenon	7.50	–	7.50	D2	–	–
War in Middle Earth	7.50	–	7.50	D2	7.50	D2
Knight Orc	10.99	–	10.99	D2	10.99	D4
Stealth Fighter	–	–	10.99	D4	–	–
G.I.Hero	5.50	–	–	–	6.30	D2
Kryslis	5.50	–	7.50	D1	–	–
Airbourne Ranger	–	–	10.99	D4	–	–
Intensity	5.50	–	7.50	D1	–	–
Samurai Warrior	5.50	–	6.30	D2	6.30	D2
Hotshot	6.30	D1	7.50	D1	7.50	D2
Target Renagade	5.50	D2	6.30	D2	6.30	D2
Whirligig	5.50	D1	7.50	D1	–	–
Oops	5.50	–	7.50	D2	7.50	D2
Pink Panther	6.75	D1	7.50	D2	7.50	D2
Peter Beardsley	6.30	–	7.50	D2	7.50	D2
Bards Tale 1	7.99	–	7.99	D2	7.99	D2
Psycho Pigs UXB	7.50	D2	7.50	D2	7.50	D2
Karnov	7.50		7.50	D2	7.50	D2
1943	6.75	D1	7.99	D2	7.99	D2
D.Toms Olympic	6.99	D1	6..99	D1	6.99	D1
Red Storm Rising	–	–	12.99	D4	–	–
Barbarian II	7.50	D1	7.50	D1	7.50	D2
Arcade Force Four	6.99	D3	6.99	D3	6.99	D3
We are the Champ's	7.99	D3	7.99	D3	7.99	D3
Heroes of Lance	6.75	D2	7.99	D2	7.99	D2
Time Stood Still	5.50	D2	6.30	D2	6.30	D2
Vixen	7.50	D2	7.50	D2	7.99	D2
Overlord - D2	7.50	D2	–	–	–	–
Road Blaster	6.75	D2	7.50	D2	7.50	D2
Summer Olympaid	5.50	–	7.50	D2	7.50	D2
Bionic Commando	6.75	–	7.50	D2	7.50	D2
Street S.Soccer	6.75	–	7.99	D2	7.99	D2
Artist II + 3 disk		D4	–	–	–	–
Artist II - 48K	12.99	–	–	–	–	–
ARtist II - 128K	14.99	–	–	–	–	–
Elite Hitpack 3	7.50	D2	7.50	D2	7.50	D2
Animator 1	12.99	–	–	–	–	–
Desert Rats	7.50	–	–	–	7.50	–
Chuck Yeagers	–	–	7.99	D4	–	–
Theatre Europe	4.99	–	4.99	D1	4.99	D1
Magnificent 7	7.99	D3	7.99	D3	7.99	D3
Live Ammo	7.99	D2	7.99	D2	7.99	D2
Dark Side	7.50	D2	7.50	D2	7.50	D2
The Pawn (SP128K)	10.99	D3	–	D4	–	D4
Soldier of fortunes	5.50	–	6.30	D1	–	–

Software Title	Atari ST	Amiga
Elite	13.99	13.99
Starglider II	15.99	15.99
Carrier Command	15.99	15.99
* Double Dragon	13.99	13.99
Virus	13.99	13.99
Iner'nal Soccer	13.99	13.99
Hotshot	13.99	13.99
Corruption	15.99	15.99
Leathernecks	13.99	13.99
Hotball	15.99	15.99
Power Drome	18.75	18.75
" 1943 "	15.99	19.99
Xenon	13.99	13.99
Bards Tale 1	19.99	19.99
Bionic commndos	15.99	15.99
Netherworld	13.99	13.99
Obliterator	16.99	16.99
Test Drive	19.99	19.99
Return to Genises	15.99	15.99
Football Manager2	13.99	13.99
Soccer Supremo	10.99	10.99
Gold Runner II	15.99	–
Alien Syndrome	13.99	13.99
Leaderboard Coll'n	16.99	19.99
Buggy Boy	13.99	16.99
Guantlet II	15.99	–
Heroes of Lance	18.75	18.75
Pool of Radiance	18.75	18.75
Platoon	13.99	15.99
Mind fighter	15.99	18.99
Quadr Alien	13.99	13.99
Interceptor	–	19.99
D. Toms Olympic	13.99	15.99
Street fighter	15.99	18.99
Barbarrian II – (Pla)	10.99	13.99
Fire + Forget	16.99	16.99
Peter Beardley	13.99	13.99
Defender of Crown	19.99	19.99
Night Raider	15.99	15.99
Flight Simulator II	29.99	29.99
Captain Blood	16.99	16.99
Starray	–	16.99
Three Stooges	16.99	16.99
Bobbie Bobble	13.99	13.99
Legend of teh Sword	15.99	15.99
Whirligig	13.99	13.99
Gunship	19.99	–
Super Hang on	13.99	–
U.M.S	15.99	15.99
Great Giana Sister	15.99	18.99
Space Harrier	13.99	16.99
Pandora	13.99	13.99
Multiface -	44.95	44.95
Summer Olympiad	13.99	13.99
Fish	15.99	15.99
Time Stood Still	15.99	–

Sega	
Sega Master System Plus Hang on	79.95
3-D Glasses	38.99
Sega Joytick	13.99
Konixs Joystick	11.99
Light Phasor	42.99
Quick Shot J/Stick	13.99
Transbot	13.99
Super Tennis	13.99
Chiplifter	18.99
Black Belt	18.99
Action Fighter	18.99
Pro Wrestling	18.99
Shooting Gallery	18.99
Space Harrier	23.99
Rocky	23.99
F-16 Fighter	13.99
Astro War'r+Pit Pot	18.99
Out Run	23.99
Teddy Boy	13.99
The Ninja	18.99
World Grand Prix	18.99
Enduro Racer	18.99
Alex Kidd	18.99
Secret Command	18.99
Fantasy Zone	18.99
Bank Panic	13.99
Missile Defence 3D	23.99
World Soccer	18.99
Zillion	18.99
Gangster Town	18.99
Kung Fu Kid	18.99
Maze Hunt 3-D	23.99
Great Golf	18.99
Fantasy Zone II	23.99
After Burner	23.99
Global Defence	18.99
Zaxxon - 3-D	23.99
Alien Syndrome	23.99
Cube Zone	18.99
Rescue + Mission	18.99
Zillion II	18.99
Alex Kidd II	23.99
Super Wonder Boy	23.99
Spy V Spy	13.99
****** Nintendo ******	
Control Deck	99.99
Gunshoe	29.99
Deluxe Set	160.00
Wild Gunman	29.99
Soccer	19.99
Urban Champion	19.99
Kung Fu	19.99
Mach Rider	29.99
Tennis	19.99
10 Yard Fight	19.99

Accessories / Utilites	
+ C64C Olympic Pack	149.99
+ C64C Computer	129.99
+ C2N Data Recorder	29.99
"Load It" Cassette Player	39.99
+ Accelerator + D.Drive	129.99
+ Acc'tor + Geos + F.M	149.99
+ 2 ND Drive-ST or Amiga	99.99
Disk Disector - ST	23.99
+ Final Cartridge 3	39.99
+ Action Replay MK.4	29.99
+ Action Replay Proff	34.99
+ Enhancement Disk	7.99
Expert Cartridge	28.99
Freeze Machine	27.99
F.M Utility disk	7.99
Reset Switch	6.99
Plus 2 or C64C Cover	4.99
10 x 3" Disks	24.99
10 x 3.5 Disks (Sony)	15.99
10 x 5.25 Disks	7.99
Multiface 128K	44.99
Multiface 3	42.99
Multiface 3 + T.Port	46.99
Kempston Interface	7.99
4 Way Adaptor-ST or Amiga	7.99
Plus 2 J/Stick Lead	4.99
Plus 3 Recorder Lead	4.99
J/ST Ext Lead – (ST)	7.99
Auto Fire Adaptor	4.99
+ Mouse Mat	4.99
Amiga or ST Dust Cover	6.99
Slimline Keyboard	19.99
****** Joysticks ******	
IBM Joystick	19.99
IBM Joystick + Card	39.99
Fantastick Joystick	6.99
Quick Shot II	8.99
Quick shot II Turbo	12.99
Konixs Joystick	10.99
Konixs + Autofire	11.99
Euromax Proffesional	17.99
Euromax non Auto-Fire	15.99
Cheetah Mach 1 Plus	13.99
Cheetah 125 Special	11.99
Cheetah 125 +	7.99
Comp Pro 5000-Black	12.99
Comp Pro 5000-Clear	13.99
Comp Pro 5000-Extra	15.99
Comp Pro 5000 - BBC	17.99
Tac 2	10.99
Tac 3	12.99
Tac 5	13.99
Starfighter	9.99
Slick Stick	6.99
Economy J/Stick	6.99
Cruiser Joystick	9.99

Also Available on Disk Format D1=£8.99, D2=£10.99, D3=£12.99, D4=£15.99, D5=£19.99

Mail Order Customers
For Mail orer please make Chq/P.P. payable to'S.C.S. (ACE), 655 Green Lanes London N.8 O.Q.Y P+P included in the U.K. europe add £1 per item, elsewhere add £2, Add £5 for all machnes for P+P (U.K only) Send S.A.E for free list. Please specify machine type in order. + items only available from 655 Green Lanes. N.8.

Personal Callers
Personal callers can pick up software at our branches at Shekhana, 221, Tottenham Court Road London WIR 9AF. Near Goodge St Station. Tel: 01-631-4627. Or S.C.S 655, Green Lanes London N.8. O.Q.Y (nearest tube stn turnpike lane.) Tel: 01-340-8565. On product of your copy of this advert we will give you a discout of 10% Off the R.R.P., on software. If you are making payment in cash and the title appears on this advert.
(Except Sega, Nintendo:- Above is effective from (12/8/88.) Discount prices are for mail order only

Credit Card Holders
Access and Visa card Holders ring:
01-348-2907, 01-340-8565, 01-631-4627. Credit card orders despatched same day - subject to availability. Please note we also now sell telephones, cordless, cellular, Pabx., Accessories Answer Fax, Copiers, Shredders, Calculators, Machines.
Ring: Tel + Fax - 01-436-9590

Castle Computers

NOW TAKEN VISA

Dept ACE
6 Hope Street, Hanley, Stoke-on-Trent
Tel: 0782 575043 (10 lines)

SPECTRUM SPECIAL OFFERS

Operation Wolf	5.50
Vindicator	5.30
19 Boot Camp	6.95
Street Fighter	6.50
Road Blasters	6.50
Grt. Giana Sisters	6.50
Virus	4.99
Marauder	5.75
Rastan	4.99
Chubby Gristle	6.25
Impossible Mission II	6.30
Mickey Mouse	5.50
T. Wrecks	5.60
Skate Crazy	5.30
The Fury	6.30
Empire Strikes Back	6.50
Matchday II	4.99
Cybernoid	5.50
Bionic Commandos	6.50
Carrier Command	9.75
Stalingrad	6.99
Football Manager II	6.75
Night Raider	8.95
Alternative World Games	5.75
Hopping Mad	4.99
Barbarian II	6.75
Barbarian (Psygnosis)	6.90
Ikari Warriors	5.30
Bards Tale	6.90
Alien Syndrome	6.30

SPECTRUM SPECIAL OFFERS

Last Ninja II	8.50
Psycho Pig U.X.B	6.50
Target Renegade	5.50
Where Time Stood Still (128K only)	5.45
Beyond The Ice Palace	5.25
Daley Thompson Olympic Challenge	5.75
Dark Side	6.75
Tracksuit Manager	6.75
Typhoon	5.70
720°	6.45
Buggy Boy	5.40
Elite	6.75
Flintstones	6.25
The Games Winter Edition	6.99
Executor	2.75
Hotshot	6.99
Street Sport Soccer	6.75
1943	6.75
Ace of Aces	2.50
World Games	2.50
Nether World	6.75
Gold Silver Bronze	10.95
G.I. Hero	5.50
Intensity	5.50
Aqua Blast	5.50
Soldier of Fortune	5.50
Foxx Fights Back	5.50
Fernandez Must Die	6.50
Bomboozal	6.50
Druid II	1.99

SPECTRUM SPECIAL OFFERS

Black Lamp	3.95
Crosswize	3.50
Dark Sceptre	3.95
Gothik	3.50
Magnetron	3.50
International Karate Plus	3.50
Rampage	2.99
Trantor	3.50
Brave Star	2.99
Knightmare	3.95
Jackal	3.50
Bedlam (128K only)	3.95
Captain America	1.99
Mag Max	2.99
Ramparts	2.99
Through the Trap Door	2.99
Impact	2.99
Indiana Jones	2.99
Galactic Games	2.50
Psycho Soldier	2.99
Quartet	2.99
Moonstrike	2.50
Firefly	3.50
Ninja Hampster	2.50
Dandy	1.99
Road Runner	2.99
Highway Encounter	1.99
Super Sprint	2.50
Championship Sprint	2.50
Strike Force Harrier	3.95

SPECTRUM SPECIAL OFFERS

Roundheads	3.95
World War 1	3.95
Wolf Man	3.50
Rygar	3.50
Hard Ball	2.99
Dark Empire	2.75
Phantom Club	2.75
Indoor Sports	2.99
Star Raiders II	2.99
Basil Mouse Detective	2.50
Super Cycle	1.99
Cholo	2.50
Mystery of the Nile	2.50
Red L.E.D	2.50
Jail Break	2.75
Last Mohican	2.50
Outcast	1.99
Oink (3 games)	2.50
Doc The Destroyer	1.99
Shadow Skimmer	1.99
Lords of Midnight	1.99
Yogi Bear	1.99
Outrun	4.95
Bride of Frankenstein	1.99
Challenge of the Gobots	1.99
The Centurions	1.99
Clever and Smart	1.99
The Eidolon	1.50
Tempest	0.99
Twister	1.25

C64 CLEARANCE

GI Hero	6.75
The Vindicator	6.45
Bionic Commando	6.99
Street Fighter	6.99
Road Blasters	6.99
Gt Giana Sisters	6.99
Last Ninja 2	8.45
Hawkeye	6.75
Typhoon	6.50
Barbarian (Psygnosis)	6.90
Barbarian II	6.99
T-Wrecks	6.99
Marauder	6.99
Track Suit Manager	6.99
Operation Wolf	6.25
Aquablast	6.75
Intensity	6.75
Red Storm Rising	9.95
Empire Strikes Back	6.75
Alien Syndrome	6.75
Mickey Mouse	6.99
Netherworld	6.75
Salamander	6.25
Skate Crazy	6.99
720°	3.95
Gothik	3.95
Magnetron	3.95
Sentinel	3.95
Starglider	5.95
Winter Games	2.50

PAY THAT LITTLE EXTRA FOR A FAR BETTER SERVICE

P&P ON ALL ORDERS UNDER £5.00 – 50P, OVER £5.00 P&P FREE *(NO OVERSEAS ORDERS PLEASE)*

WE NOW OFFER A FASTER SERVICE THAN EVER BEFORE
ALL ORDERS SENT 1ST CLASS POST.

C64 CLEARANCE CASS

Firefly	3.95
Dark Sceptre	3.95
Rampage	2.99
Space Harrier	3.95
Road Runner	2.99
Indiana Jones	2.99
Supersprint	2.99
Championship Sprint	2.99
Knightmare	3.95
Captain America	1.99
Tracker (Rainbird)	3.95
Trantor	3.50
Rygar	3.50
Lords of Midnight	1.99
Donkey Kong	2.99
Inter Karate +	3.50
Chall. of Gobots	1.50
Chain Reaction	2.50
Army Moves	2.99
B24 Bomber	3.95
Firefly	3.95
Rastan	3.95
Psycho Soldier	3.50
Mario Bros	2.99
Eagles	1.50
Wolfman (CRL)	2.99
Frankenstein (CRL)	2.99
Knight Games 2	2.99
Octopolis	2.99
My Chess	2.99

C64 SPECIAL OFFERS

Ramparts	1.99
Max Torque	1.50
Mega Apocalypse	2.99
Top Fuel Challenge	2.99
Tigers in the Snow	1.99
Western Games	1.99
Kung Fu Master	1.50
Guadal Canal	2.99
Gunboat	1.99
Hysteria	3.50
Street Hassle	3.50
Thing Bounces Back	2.50

C64 DISK

American C. War 1	13.95
American C. War 2	13.95
Battlefront	13.95
Battles in Normandy	13.95
Carriers At War	13.95
Europe Ablaze	13.95
Halls of Montezuma	13.95
Reach for the Stars	13.95
Rommel	13.95
Russia	13.95
Wasteland	10.95
Bards Tale 3	12.95
Strike Fleet	10.95
The Train	10.95
Bards Tale 2	11.95
Bards Tale 1	10.95

ATARI ST SPECIALS

Road Runner	6.95
Strike Force Harier	9.95
Dark Castle	9.95
Where Time Stood Still	12.95
Virus	13.50
Space Harrier	12.95
Army Moves	12.95
Whirligig	12.95
Starglider II	15.95
Alien Syndrome	12.95
Driller	15.95
Empire	15.95
Empire Strikes Back	12.95
Beyond The Ice Palace	12.95
Fire & Forget	15.95
Gt Giana Sisters	13.95
Bionic Commando	13.95
Operation Wolf	12.95
D. Thompson Olympic Chall	13.50
Night Raider	13.95
Quadralien	12.95
Bomb Jack	12.95
Zynaps	12.95
Corruption	15.95
Overlander	12.95
Mickey Mouse	13.95

ATARI ST SPECIALS

Jet (Sublogic)	25.95
Arkanoid II	12.95
Super Hang On	12.95
Pandora	12.95
Stir Crazy	12.95
Superstar Ice Hockey	15.95
Stellar Crusade	25.95

ADVANCED D&D:-
Heroes of the Lance 17.95
Pools of Radiance 17.95

Fernandez Must Die	16.95
Bomboozal	12.95
Speed Ball	15.95
Star Ray	13.95
Championship Cricket	9.95
Mercenary Compendium	13.95

Skychase 13.95

Barbarian II	10.50
Hotshot	12.99
Artificial Dreams	9.50
Mickey Mouse	13.95
Outrun	12.95
Platoon	12.95
ST Adventure Creator	26.95
Nord and Burt	9.95
Plundered Hearts	9.95
Lurking Horror	9.95
Trinity	7.95
Ballyhoo	7.95
Spellbreaker	7.95
Bureaucracy	12.95
Stationfall	12.95
Planetfall	9.50
Sidewinder	6.99
Bards Tale	15.95
Gunship	15.95
Dungeon Master	15.95
Oids	12.95
Gauntlet 2	13.95
Joe Blade	6.95

ATARI ST SPECIALS

Captain Blood	15.95
Uni. Mil. Sim.	15.95
Sorceror	7.95
Infidel	7.95
Tau Ceti	3.95
Academy	3.95
Moonmist	7.95
Legend of the Sword	15.95
Chubby Gristle	13.95

ST 5 STAR:
Crazy Cars/Barbarian/Rampage/Wizball + Enduro Racer
All 5 for only £15.50

Football Manager II	12.95
Bubble Bobble	12.95

STOP PRESS JUST IN!
MOUSE BRACKET
Fits to the side of the ST or Amiga to hold your mouse safely
SPECIAL PRICE £2.99

AMIGA SPECIAL OFFERS

Carrier Command	14.95
Starglider II	15.95
UMS	15.95
Fernandez Must Die	15.95
Street Fighter	17.95
Gt Giana Sisters	17.95
Bionic Commando	17.95
Black Shadow	3.95
Overlander	15.95
Army Moves	15.95
D. Thompsons Olympic Challenge	16.95
World Tour Golf	16.95
Pandora	12.95
Morteville Manor	16.95
Mercenary Compendium	12.95

AMIGA SPECIAL OFFERS

Speedball	16.95
Quadralien	13.95
Star Ray	16.95
Rugby League	10.50
Cricket Challenge	10.50
Thundercats	15.95
Dark Castle	9.95
Strike Force Harrier	10.95
1943	17.95
Interceptor	16.95
Powerdome	16.95
Aaargh	12.95
3 Stooges	17.95
Pac Boy	3.95
Thunder Boy	6.99
Plundered Hearts	9.95
Gettysburg	18.50
Nord & Burt	9.95
Seconds Out	11.99
Cougans Run	5.95
Temple of Apshai	7.95
Xenon	11.95
Stir Crazy	12.50
Buggy Boy	15.95
Garrison	15.00
Garrison II	15.00

ARCADE CLASSICS:-
Brands Hatch, Swooper & Bouncer
All 3 games for £9.95

Black Lamp	12.50
Beyond Zork	15.95
Druid II	12.50

JUST IN! FOR ST OR AMIGA
Little Computer People, Bratacus, Deep space Hacker II
All 4 games at £14.95
ST OR AMIGA

NBS

NEWPORT (I.W) BUSINESS SUPPLIES

21, Priory Road, Newport, Isle of Wight. PO30 5JU.

DISKS

3½"

Double density	Quantity	Price
Double sided	5	5.50
135 TPI	10	9.45
Guaranteed	50	44.95

LOCKABLE 3.5" DISK STORAGE BOXES

40 Capacity	5.95
80 Capacity	7.45

SPECIAL VALUE PACK

80 Cap. box + 10 disks

£15.95

OUR PRICES INCLUDE:
Postage and packing V.A.T multi-coloured disk labels
+
Repeat Order Discount Form

NBS **ORDER FORM** or use plain paper — BLOCK CAPITALS PLEASE

Name _____

Address _____

Chq./P.o. payable to Newport (I.W) Business Supplies

WE WANT YOU!

CAN YOU WRITE COMMERCIAL QUALITY BUDGET GAMES IN MACHINE CODE?

To find out what PLAYERS can offer you write in strictest confidence to:

SIMON DANIELS
PLAYERS SOFTWARE (DEPT. ACE)
MERCURY HOUSE, CALLEVA PARK
ALDERMASTON, BERKS. RG7 4QW
or phone: (07356) 77421

ATARI REPAIRS

Atari Approved Service Centre

All Atari products repaired, Computers, Printers, Monitors, Disk Drives etc

Atari trained engineers

All work fully guaranteed

Free estimates

AVON MICRO CENTRE

Unit 4, Western Road Industrial Estate,
Stratford-upon-Avon, Warwickshire CV37 0AH
Telephone: 0789 292269

MICROWARE COMPUTER SERVICES

Amiga 500 with Free TV Modulator and Dpaint etc **Now only** **£375**
Amiga 500 with A1084 Hi-res Colour Monitor & Dpaint **£599**
Atari 520 STFM with Modulator and 22 Top Games, 1MB Disks .. **£349**

Cumana External A500 Disk Drive . **£95**
512K A501 RAM with Clock **£99**
Citizen 120D Printer with Cable ... **£159**
Epson LQ500 24 pin Printer **£375**
51/4" Disk Drive Amiga **£139**
2MB RAM for any Amiga **£449**
Star LC10 Colour **£239**
PC4010 Hi-Speed 480cps **£339**

Super Saver Software Packs: 4 x any 19.95 game only £59 RRP **£79.80**
: 4 x any 24.95 game only £69 RRP **£99.80**

Choose as many games as you like when ordering Hardware and get 35% Discount on there RRP! *Just a small selection phone or send a SAE.*

P.O Box 2
Skegness, Lincs
PE25 2QL. Telephone: (0754) 610217

• • MAILSOFT • •

* Software Title*	SPEC CASS	SPEC DISK	C64 CASS	C64 DISK	AMS CASS	AMS DISK
* Double Dragon	6.99	-	6.99	D2	6.99	D2
Barbarian-mel	6.99	-	6.99	D2	-	-
Bubble Bobble	5.50	D1	6.30	D2	6.30	D2
Alien Syndrome	6.30	D2	6.99	D2	6.99	D2
Foot'll manager 2	6.99	D2	6.99	D2	6.99	D2
Psycho Pigs Uxb	6.75	D2	7.50	D2	7.50	D2
Street Warrior	6.75	D2	7.50	D2	7.50	D2
Soldier of Light	6.30		6.99	D1	-	-
Bionic Commando	6.75	D2	6.99	D2	6.99	D2
Street Fighter	6.75	D1	6.99	D2	6.99	D2
Elite	7.50		10.49	D3	7.99	D2
Head Alignment	6.99		6.99	-	6.99	-
Terrapods-Mel	6.99	-	6.99	D2	-	-
Night Raider	7.50	D1	7.50	D2	7.50	D2
Brabarian 11	6.99	D2	6.99	D2	6.99	D2
Match Day 2	5.50	D1	6.30	D1	6.30	D2
Hercules	5.99		7.50	D2	7.50	D2
The Games	6.75	D2	7.50	D2	7.50	D2
Super Hang On	6.99	-	6.99	D2	6.99	D2
Linekers Superskill	5.50	D1	7.50	D2	7.50	D2
Starglider	10.99	D2	4.99	D1	10.99	D4
Last Ninja 2	8.99	-	8.99	-	8.99	-
Ikari Warriors	6.30		6.99	D2	6.99	D2
Football Director	6.99		6.99	-	6.99	-
R-Type	6.99		6.99	D2	6.99	D2
OCP Art Studio	9.99		9.99	D3	-	D5
Green Beret 11	5.50		6.30	D1	6.30	D2
Gunship	7.50	D2	10.99	D4	10.99	D4
Track Suit Manager	6.99		6.99		6.99	
N.Mansells G.Prix	7.50	D2	7.50	D2	7.50	D2
Captain Blood	6.99		6.99	D2	6.99	D2
Peter Beardsley	6.30		6.99	D2	6.99	D2
Xenon	6.99	-	6.99	D2	-	-
War in Middle Earth	6.99	-	6.99	-	6.99	-
Hotshot	6.50	D1	6.99	D1	6.99	D2
The Games	6.75	D2	7.50	D2	7.50	D2
Oops	5.50		6.99	D2	6.99	D2
Virus	5.50	D2	-	-	-	-
Whirligig	5.50	D2	6.99	D1	-	-
Battlefield Germany	9.99		-	-	9.99	D3
"1943"	6.75	D2	7.50	D2	6.99	D2
Daley Toms Olymp	6.99	D1	6.99	D1	6.99	D2
Time + Magik	10.50	D2	10.50	D2	10.50	D2
Salamander	5.50		6.30	D1	6.30	D2
Netherworld	5.50	D1	6.99	D2	6.99	D2
Captain Blood	-		6.99	D2	6.99	D2
Samurai Warrior	5.50	-	6.30	D2	-	-
Carrior Commond	9.99	D2	-	-	9.99	D3
Leaderboard Coll'n	11.50	D4	11.50	D3	11.50	D4
Gold/Silver/Bronze	11.50	D3	11.50	D3	11.50	D5
Out Run	6.75	D2	7.50	D2	7.50	D2
G.I.Hero	5.50		-	-	6.30	D2
Virus	5.50	D1	-	-	-	-
Intensity	5.50	-	6.99	D1	-	-
Jinxter	-	D2	-	D3	-	D3
Pandora	-	-	6.99	D1	-	-
Target Renagade	5.50	D1	6.30	D1	6.30	D1
Tracker			4.99	D1	-	-
Kryslis	5.50		6.99	D1	-	-

* Software Title*	ATARI ST	AMIGA	IBM PC
Elite	12.99	12.99	18.75
Starglider 11	15.99	15.99	-
Carrier Command	15.99	15.99	-
Fish	15.99	15.99	18.75
Time Stood Still	13.99	-	18.75
* Double Dragon	13.99	13.99	13.99
Space Harrier	13.99	16.99	-
Pandora	12.99	12.99	-
Great Giana Sister	14.99	18.75	-
U.M.S	15.99	15.99	18.75
Gunship	16.99	-	24.99
Whirligig	12.99	12.99	-
Jinxter	12.99	15.99	18.75
Legend of the Sword	15.99	15.99	-
Bubble Bobble	12.99	12.99	-
Hotshot	12.99	12.99	12.99
Starfleet 1	15.99	19.99	-
Power Drome	18.75	18.75	-
Foundation Waste	16.99	16.99	-
Garrison 1 or 2	-	16.99	-
Verminator	15.99	15.99	-
International Soccer	12.99	12.99	-
Time + Magik	13.99	13.99	13.99
Corruption	15.99	15.99	18.75
Hotball	15.99	15.99	-
1943	14.99	18.75	-
Leather Necks	12.99	12.99	-
Black Lamp	12.99	12.99	-
Xenon	12.99	12.99	-
Bards Tale 1	18.75	18.75	18.75
Bionic Commandos	14.99	14.99	14.99
Red October	16.99	18.75	-
Netherworld	12.99	12.99	-
Test Drive	18.75	18.75	18.75
Return to Genises	15.99	15.99	-
Football Manager 2	12.99	12.99	13.99
Leaderboard Coll'n	14.99	18.99	18.99
Gold Runner 11	15.99	15.99	-
Alien Syndrome	12.99	12.99	-
Bermuda Triangle	16.99	16.99	-
Heroes of the Lance	18.99	18.99	18.99
Gauntlet 11	14.99	-	-
Thundercats	13.99	16.99	-
Overlander	13.99	16.99	-
Staray	-	15.99	-
Platoon	13.99	16.99	-
Mind Fighter	16.99	16.99	20.99
Quadr Alien	13.99	13.99	18.75
Interceptor	-	18.75	-
Stir Crazy	13.99	13.99	-
Street Fighter	14.99	18.75	
ST 5 Star Hits	16.99	-	
Multiface	43.99	43.99	

Also available on disk format D1 = £8.99, D2 = £10.99, D3 = £12.99, D4 = £14.99, D5 = £17.99
Prices include P+P in UK, Europe add £1 per tape elsewhere add £1.50. Chq/P.O payable to: MAIL - SOFT (Ace) P.O BOX 589, LONDON N15 6JJ
Please specify machine type in your order.

VISA

Price Matching:- If you see a title advertised cheaper by another company in this mag, we will match the price. This does not apply to other companies special offers.
If you don't see the title you require simply deduct 25% off R.R.P. And send your order to us (except budget, Sega, Nintendo titles.)
We stock all Software + Joysticks for all home micros

ACE READERS' PAGES

The space which YOU fill

Small ads, club announcements, event details, pen pals, offers of help – all these and more on offer here. A unique way of contacting tens of thousands of like-minding computer users.

We're particularly keen to receive entries to the Helpline offering assistance on particular games you may have solved – adventures or others. Or offering technical expertise on aspects of particular machines.

Why not make your contribution?

THE ACE HELPLINE

Here's a great way of receiving free advice from public-spirited readers. If you make use of this service, please respect the Helpline code:
• If writing for help, enclose a stamped, self-addressed envelope.
• Do not make phone calls at anti-social hours.

• I have completed the following: The Pawn, The Bard's Tale, Ultima IV, Phantasie I, Dracula, Never Ending Story, Zork III, Wishbringer, Enchanter, Borrowed Time, Kobyashi Naru, Heavy on the Magick, Legacy, The prince of Magic, Claws of Despair, Wizards & The Princess.
Derek Wong, 42 Ingram Road, Thornton Heath, Surrey. CR4 8EB.

• Wishbringer, Labyrinth, The Hobbit, The Hulk, Spiderman, Seabase Delta, Kobyashi Naru.
Ann Gray, 9 Alness Close, Birchwood, Lincoln, Lincs. LN6 0YX.

• Enchanter, Sorceror, Spellbreaker, Hollywood Hijinx, Hitchhikers Guide, Lurking Horror, Infidel, Leather Goddesses, Planetfall, Wishbringer, Zork I, II, III, Guild of Thieves, Pawn, Gnome Ranger, Adventure Quest, Aftershock, Angelique A Grief Encounter, Arnold Blackwood Trilogy, Big Sleeze, Bugsy, Black Fountain, Castle Blackstar, Castle Skull Lord, Crystal Theft, Cursed be the City, Dracula, Dungeons Amethyst, Alchemist n Everythin', Escape From Khoshima, Espionage Island, Fantasia Diamond, Forest At Worlds End, Gremlins, Haunted House, The Hermitage, Heroes of Karn, The Hollow Grapic, The Hollow Text, Hunchback, Imagination, Jewels of Darkness, Jade Stone, Kobyashi Naru, Kingdom of Hamil, Lord of the Mansion, Message of Andromeda, Mindshadow, Monsters of Murdac, Lifeterm, Mordens Quest, Mountains of Ket, Necris Dome, Never Ending Story, Nova, Nythyhel, Planet of Death, Questprobe, Rebel Planet, Rigels Revenge, Robin of Sherwood, Robicide, Seabase Delta, Shard of Inovar, Sharpes Deeds, Ship of Doom, Case of the Mixed-up Shymer, Smashes, Sould of Darkon, Spytrek, Starwreck, Subsunk, Thesus, Top Secret, Very Big Cave Adventure, Warlord, Winter Wonderland, Wizard of Akryz.
Graham Wheeler, 2 Burford Close, Southdown, Bath, Avon, BA2 1JF.
Tel: 0225 26919.

• The Pawn, Sorcerer, Planetfall, Leather Goddesses of Phobos.
C.F.H. Bass, 21 Third Close, E Molesey, Surrey, KT8 9PW.

• Heroes of Karn, Imagination, Seabase Delta, D,A,A n Everythin, Fourht Protocol I, II & III, Ship of Doom, Message from Andromeda, Kobyashi Naru, Questprobe III, Forest at Worlds End, Wild Bunch, Knight Tyme, Spellbound, The Hobbit, Bugsy Part 1 only, Mops To, Heroes of Karn, Seabase Delta, Gremlins, Lord of the Rings (Part II only), Robin of Sherwood, After Shock.
Russell Cooper, 12 Butlers Close, 52 Butlers Road, Handsworth Wood, Birmingham. B20 2PA.

• Adventure Quest, Aftershock, Apache Gold, Arnold Goes to Somewhere Else, Boggit, Bored of the Rings, Brawn Free, Castle Blackstar, Castle of Skull Lord, Classic Adventure, Colossal Adventure, Colour of Magic, Crystal Theft, Dodgy Geezers, Dracula, Dungeon Adventure, Dungeons, A,A 'n Everythin, Emerald Isle, Enchanter, Erik The Viking, Escape from Khoshima, Espionage Island, Fantasia Diamond, Forest at Worlds Ends, Heavy on the Magick, Heroes of Karn, Hitchhikers Guide to the Galaxy, Hobbit, Imagination, Inca Curse, Jewels of Babylon, Kentilla, Lords of Time, Message of Andromeda, Mindshadow, Morden's Quest, Necris Dome,Never Ending Story, Price of Magik, Project Volcano, Qor, Questprobe III, Red Moon, Return to Eden, Seabase Delta, Seas of Blood, Smugglers Cove, Snowball, Souls of Darkon, Spellbreaker, Spytrek, Subsunk, Sydney Affair, Terrormolinos, The Case of the mixed-up Shymer, The Trial of Arnold Blackwood, Vera Cruz Affair, Very Big Cave Adventure, Warlord, Wise and Fool of Blackwood, Worm in Paradise, Zork I
Joan Pancott. Telephone 0305 784155 – Any Day – Noon to 10pm.

• For technical help on Commodore 64 Basic and Machine/Assembler language. Please contact Johnathan Kendall (for most problems would you please write!) I will endeavour to reply to all letters – if you enclose a stamped addressed envelope!
Johnathan Kendall, 27 Bishop Bridge Road, Norwich, Norfolk, NR1 4ES.
Tel: 0603 625987

• The Pawn, Sorceror, Planetfall, Leather Goddess of Phobos, Hitchhikers Guide to the Galaxy
Colin Bass, 21 Third Close, E Molesey, Surrey, KT8 9PW.

• The Pawn plus early stages for Guild of Thieves (I've only scored 300+ points so far).
Clive, 66 Billett Lane, Berkhamsted, Herts, HP4 1DR.

• I can help Spectrum owner with GAC, +2 loading problems, removing attribute clash + any basic programming problems, GAC, PAW and I also have an extensive knowledge if ZX BASIC. I can help fellow P B Mers on Hade Games 'Avalon'. Just send an SAE to:
Matt Burke, 33 Brookhouse Hill, Fulwood, Sheffield, S10 3TB.

• Jack The Ripper (p1-3), Dracule (p1-3), Hampstead, Big Sleeze and others.
N Buzzard, 11 Faversham Drive, Weston-super-Mare, Avon, BS24 9NZ.

• Let me know your problem with Football director, The Double Soccer Boss, Premier League and Soccer Star and I'll sort you out. Send SAE to:
Paul Phillips, 29 Ormestone House, Hartcliffe, Bristol.

• Adventure Quest, Castle Blacktar, Classic/Colossal Adventure, Dungeon Adventure, Emerald Isle, Gnome Ranger, Guild of Thieves, Hacker, H.H.G.T.G, Jinxter, Knight Orc, Leather Goddesses, Lords of Time, Mindshadow, Nord and Bert, The Pawn, Planetfall, Price of Magik, Red Moon, Return to Eden, Snowball, Wishbringer, Worm in Paradise
Phil Armstrong, 92 Dryden Road, Low Fell, Gateshead, Tyne & Wear. NE9 5TX
Tel: (091) 4875639

• The Colour of Magic Part 1 and some of Part 2.
John Morris, 130 Avondale Road, Shipley, West Yorkshire. Tel: 0274 586238 weekdays 3-6pm, weekends all day.

• For tech help on Dungeon Master **Tel 0734 780508, ask for Chris.**

• Amiga owner willing to swap hints & tips on the following games:- Great Giana Sisters, Leathernecks XR35, F18 Interceptor, Test Drive, Xenon, Firepower, Hollywood Strip Poker, Tetris, ECO, Vamprie Emprie, Soccer Supremo, Garrison I & II, Bubble bobble and over 100 more.
Mr S Lyle, 27 Stansted Close, Chelmsford, Essex, CM1 2TW. Tel: 0245 356641 after 8pm or weekends

• Zork 1, 2, 3, Enchanter, Stationfall, The Pawn (most of), Plundered Hearts, Wishbringer, Shadowgate.
Julian Loveday, 23 Herbert Road, Emerson Park, Hornchurch, Essex, RM11 3LH. Tel: 04024 76738 Sun-Fri 6-9pm.

• Adventure Land, Colossal Adventure, Circus, Colditz, Greedy Gulch, Jewels of Babylon, Knights Quest, Magic Mountain, Pharaoh's Tomb, Eye of Bain, Planet of Death, Ship of Doom, Espionage Island, Hobbit, Invincible Island, Inca Curse, Ten Little Indians, Persevs and Andromeda, Lords of Time, SAE required with all requests for help.
Nirmal Singh, 104 Vansittart Road, London, E7 0AA.

• Colossal Cave (original adventure), Guild of Thieves, Leather Goddesses of Phobos, The Pawn, Jinxter.
Clive J Mewse, 66 Billet Lane, Berkhamstead, Herts, HP4 1DR.

• All aspects of BASIC especially adventures, debugging, compression and protection, simple machine code including RSXS, playtesting, poking. Please state level of understanding. Have got a CPC464, GT64, Multiface II+, DK 'tronics Speech rom. General Amstrad queries welcome but solutions not guaranteed.
Sean McManus, 226 Chertsey Rise, Stevenage, Herts. SG2 9JQ.

• The Pawn and Knight Orc (part 1 and early part 2).
Shazad Ahmed, Tel: 01-340 9176 (4-10pm).

• Bard's Tale I & II, Ultima IV, Phantasie 1, Gnome Ranger, Mindshadow.
Derek Wong, 42 Ingram Road, Thornton Heath, Surrey, CR4 8EB.

• Dungeon Master
SAE to: Anthony Hopkins, 91 Springfield Avenue, Sandiacre< Nottingham, NG10 5NA.

• Commodroe 64 help servcie, a new, free way 2 reviewing help on all games. Every arcade game is covered with pokes maps and tips. Old and new games send for information.
Mark Essen, 26 Thick Hollins Drive, Meltham, Huddersfield, HD7 3DL.

• The pawn, guild of thieves, Jinxter, Leather Goddesses ofPhobos, Colosal Cave.
Clive J Mewse, 438A, Ewell Road, Tolworth, Surbiton, KT6 7E2

FOR SALE

• **SPECTRUM 128K** with Tape Recorder over £100 worth original games, Kempston Interface, two joysticks, worth over £200, will sell for £120. Phone 0847 63682 after 4 p.m.

• **ATARI STFM** 15 Games including CPT Bloat Corruption Out Run with mouse mouse mat, Disk Box Dust Cover, still boxed still Guaranteed, sell for £270 Phone Markfield 244221 Excellent Condition.

• **C64 2 Data** Records, Games + Utility Software worth over £300 Inc GAC, Defender of the Crown, Sound Sampler Comdrum, Match Day II, Fist II, The Double + Many more £250 O.N.O Phone Paul 061- 445 7668

AMSTRAD CPC6128, Colour monitor, disc drive, tape recorder, joystick, Mirage Imager, magazine £500 worth software, all excellent condition worth £1050 offers around £300 Phone 0322 557987

• **ATARI 520STFM**, boxed as new £280 worth of games, joystick and utilities. sell for £300 no offers. Phone Huddersfield 0484 531496 after 5 p.m.

• **SEGA** console. As new bought Xmas, 2 joysticks,10 games Afterburner, Rambo + others Worth over £300 will sell for £200 ono. Ring Matthew or Jonathan 01-668 8693

• **ATARI STFM** with over £300 software inc. Wordprocessor Art packages and games worth over £700 sell for £325 o.n.o. or swap for an Amiga Tel Baldock (0462) 893639 after 6.30 p.m.

• **ATARI 520SFM** + 1Meg Drive + Software only £220 Also CBM64 + 2 Data Records + Software only £105 Phone Julian on 01-9505210

• **BBC-B 32K** with Acorn Data Recorder, 3 Joysticks Light Pen, 66 Games on 37 cassettes plus user guide. Worth £600 selling for only £240 Phone Denham (0895) 832752

• **COMMODORE 64** with tape recorder, magazines books, Trigsoft DCL-1 backup copier, 60+ Original Games including Reus, The Sentinel, Epyx Games series, worth over £650 asking only £140 Telephone (0755) 840771

• **AMSTRAD CPC 464**, Green Screen Modulator Joystick + Anags Over £300 worth of software. Worth over £550 A Bargain at £250 ono. Tel 0763 62242 and ask for Alex

• **AMSTRAD CPC464** with colour monitor 64K. 5 Disc 64K expansion, disc drive, speech synth, mags, games, Programming Books, £550 or above higher offer gets Video digitizer FREE! Tel: Roy 993-3147 8.30 pm

ACE READERS' PAGES

• **ATARI 520STFM** excellent condition, mouse Joystick and £300 of software including Xenon, Outrun, Overlander and many more Worth £600, Sell for £300 Tel: 021 355 5417

ST SOFTWARE, Totally original Defender of Crow. £9, Gunship, Guild/Thieves, Gauntlet II, Carrier Command £8, Startrek £7, Ikari Warriors, Testdrive, Rampage, Terrapods, Bargain £6, Leaderboard £5 Phone: (0269) 844759

ATARI 520STFM For sale comes complete with Euromax Pro Joysticks and lots of games. Still under warranty only 11 months old. Perfect working order. Only £350 ono. Phone Dereham 032697822

• **AMIGA A5000** Computer printer, TV modulator over 100 Disks of software, 4 Books, Mouse and all leads. Only £375. Phone (0896) 56204 or write to 32 Primrose Bank, Galashiels, TD1 2LJ.

• **AMSTRAD** GAMES FOR SALE. Mega Cheap Prices !!! Send SAE NOW for Complete list with prices to: Andrew Gebbie 4 Clyde Avenue Ferniegair, Hamilton ML3 7TY.

• **PRINTER** FOR SALE - CBM MPS1200 only 3 months old. Still in original Box. NLQ and Draft modes, comes with three extra ribbons. £120 ono. Phone Maidenhead 34362.

• **SPECTRUM** + 3 excellent condition boxed as new with games including Outrun and Trailblazer, Cheetah joystick and cassette leads. Will sell for £150 only! Phone (0717) 54886.

• **BARGAIN** £99 for Spectrum and tape recorder and microdine and microspeech. 4 Joysticks 50 Original tapes 1 Tape Case lots of books and magazine interfaces leads. Phone Caterham (0833) 42828.

• **CHEAPS** C64 Games Outrun £3 Driller £5 and load more wirte to Grant Robson 3ACastle Terrace, Bridge of Weir Paisley, PA11 3EF or Phone Grant after 4 pm 0505 690608

• **CBM128** 1901 Colour monitor 1570 disc drive star NLQ Printer Datacasette Music expander £1005 of games Disc Joysticks £750.00 ono. Tel: 06845 63269 after 5.00pm.Going abroad must sell.

• **ATARI 800XL** Plus 1050 Disc Drive, Boxed, almost unded £75 o.n.o. Tel Martin on (0224) 872424

• **Spectrum + 2**, joystick and interface £120 + of software, £110 o.n.o Tel 021 503 0945

• **Amstrad CPC 464** colour monitor £400 worth of games, excellent condition, joystick, Amstrad Action 1,4,6-35. Worth £750 sell for £350 won't split. Phone (0298)4889 22 Compton Road, Bixton, Derbys.

• **Atari 520 STFM,** Boxed with five month Guarantee, Joystick, Mouse and loads of software including C.Command , Xenon, and Pro-copy. £295 O.N.O Ring Norwich (0603) 868878 after 6pm and ask for Tom.

• **Amstrad 464,** Mono monitor, disc drive, lots of games, most on disc. Worth £600, sell for £200 O.N.O Tel (0795) 843149 between 6pm and 9pm.

• **Spectrum 128K,** Multiface 128, Genie 128, Plus D, 31/2" Disk Drive. Joystick Switchable interface over 100 disk games all boxed with leads V.G.C £299 O.N.O Mad to miss it Tel (021) 427 1084

• **CMB 64,** 1541 D/Drive, Tape Deck, music maker keyboard, modem, 2 joysticks over 200 games on disk & tape plus loads of magazines sell £325 O.N.O for swop for Atari STFM Phone 0934 510104

PUBLIC HEALTH WARNING

Needless to say, we cannot ourselves vouch for the credentials of any particular entry in this section. If you respond, it's at your own risk.

• **Spectrum 128K** and datarecorder, including software (more than 100 titles) Immaculate condition, Boxed, Hardly usedl. £125 O.N.O Tel 021 706 3558 (after 6pm).

•**Spectrum +3** under guarantee. /Data recorder inc leads all boxed as new, hundreds of bunds of software, books mags etc. Joystick £350 O.N.O Phone 0229 54736 After 6pm

• **Pawn £12,** Bridge Player £10 Jinxter £12, Perry Mason £6, Gauntlet £9 Guild of Thieves £12. Clive Mewse, 438A, Ewell Road, Tolworth, Surbiton, KT6 7EL

• **Amstrad 464** with colour monitor as new joystick, covers over £200 worth of software new titles. Cover plan insurance till Dec 1989. Plus Mags £199 O.N.O Phone Cradley Heath 61357.

• **BBC' B Data Recorder** Teletext adaptor Disk drive, Printer, mouse light pen 3 joysticks over 75 games Hi-Fi adapter, books, leads £500 O.N.O phone 0222 799808.

• **C128,1571** Drive, Tape Deck, Over £250 Software, stacks of mags,joysticks, Final Cart. II disk box, Blank disks, sell for £300 O.N.O Phone 0434 82559.

• **Amstrad 6128** Colour Monitor DMP 2000 Printer, Tape deck (£280 worth of software (Leaderboard, Marble Madness, Nemisis) Word Processor. Worth £900 but sell for £400 phone (06285) 28849.

• **ZX Spec Interface** I Micro drive, Data corder, Micro Driver, Light Pen £600+ Software. Phone (0296) 27971, 2 joysticks Ask for Dave May swop for CBM64 or 8140 O.N.O.

• **Amstrad 6128** With colour monitor, Multiface 2, 50+ software titles on disk, 20+ magazines (ACU, Amstrad Action etc) mint condition still guaranteed. £400 ring 0732 823475 (Kent) after 8pm.

• **CPC 464,** DD1 Disc Drive, Mono Monitor, Modulator, £600+ of software, £90 of Mags, Manuals, extras, J/Sticks. Worth £1100+ sell £250, imaculate condition. Tel: 051 260 6880 (Liverpool).

• **Spectrum 48K**+ two cassette recorders; joysticks, Mags and 60 games; Excellent condition ONLY £160.00 O.N.O. Tel: 0886 32270 after 6pm.

• **CBM64C;** Two Datasettes; joysticks; Mags, Books and software worth £390.00. Total value £650.00 sell for £240.00 O.N.O Tel: 0886 32270 after 6pm.

• **Sega console** with eight games including Outrun, World Grand Prix, Secret Command and five more. Worth £225, sell for £180 or swap for Nintendo console with games. Tel:- (0946) 832348.

• **CBM64C**, 1541 Disk Drive, datasettes, 2 Joysticks, 3 Cartridges, Compier, Mouse, Motherboard, Art Packages, Disks, Games, and lots more. Worth over £1,000. Quick Sale: £250. Tel Corby (0536) 63845.

• **Amiga 500**, One Megabyte upgrade board with clock, modulator, £700 - £800 of original Software. £70.00 sound digitizer, 14" Hitachi colour TV + much more. First £700! Secures Phone (031)661 7663.

• **Commodore 128** with Disk Drive, Tape Recorder, Disk Box and an assortment of disks and tapes worth £400 all in boxes, good buy. £325 phone Jason Barrett , Edinburgh phone 031 443 0081.

• **C64 Boxed** Plus Datasette Joystick, Freeze Frame and £400 original games £260 O.N.O phone 0438 359000 after 6pm.

• **Amstrad 464**, 64K expansion, Disc Drive, Silicon Disc, Multiface II, Sound Blaster, Joysticks over £500 of software worth over £1100 will sell for £400. Please phone Prestatyn 5363 after 6pm

• **Commodore 128**, datasette, books, mags, joysticks, 200 games, Currah Speech and Action Replay MK4 cartridge. Worth over £750 – excellent value at £320. Tel: Basildon (0268) 412135 – (after 6 pm)

• **Amstrad 464** Computer, Colour Monitor, (under guarantee), DMP 2000 printer, £1000 or original software, joystick, magazines. Would normally cost £1665. Will sell for £370 O.N.O Ring Bradford (0274) 635212. (After 4 pm).

• **BBC B DFS** in oringinal packing cables/Manuals/Hardly used, mint condition £200 O.N.O ring after 6 pm. (0282) 691780 Burnley Lancs, Ask for Rasiv Das.

• **CBM 64**, C2N, Good Joystick, Comp Pro 9000, Action replay MK3, Tons of Mags, Zzaps etc £250 of software, Renegade, Leader Board. Sell for £225 O.N.O perfect condition phone Gloucester 720355.

• **Spectrum 128** + 2 for sale, Kempston interface and Kempston Joystick and Sinclair Joystick and £300 worth of software ONLY £200. Phone 0883 47762 and ask for Graham.

• **Amiga 1000 512K** V1.2 also 1081 Monitor, Software, Monitor Stand, Disk Box and other accessories, immaculate condition £825 O.N.O N.B Quick Sale Tel 01 554 1517. Ask for Asim

• **Merchant**. The new trading game for the 48/128K Spectrum. Send £2.50 (inc P&P) To Scott Wilding, 20 Nene View, Islip, Kettering, Northants. NN14 3LD. Also Games for Sale Send SAE.

• **ST originals** £5 each, ECO Arkanoid, Gauntlet, Plutos, Barbarian (Palace) Galax. £7 each Buggy Boy, Backlash, Airball, Got, Jinxter, Road Runner, Barbarian, Skull Diggery, Mortville Manor. Phone 034 284 2095

• **CBM 64**, C2N Datasette, Two joysticks, and over £200 worth of Software for sale. Will accept highest offer if interested Phone 0764 2586 and ask for Clarke.

• **Amstrad CPC** 464 with 2 J/Sticks. Colour Monitor, Good Condition, over a £1000 worth of software. Worth £1,500 sell £1000. Tel Eastwood Essex 0702-420431 offers welcome. May go down.

• **Atari 520** STFM 5-6 months old Excellent condition £360 worth software 14" Colour Monitor Style T.V all this for £470. All boxed ring 01 554-8047 Now!

• **Sega Master System**, Speedking Joystick, 9 games (Total 15 Mega cost £180) Includes; After burner, Outrun, Quartet, Space Harrier, Fantasy Zone II, Global Defence, Zaxxon 3-D. £205. Peter Thorp, 47 Millers Meadow, Macclesfield, Ches, SK10 5UE.

• **Atari 520** STFM, 1st Word +, Fast Basic, Stac, Carrier Command etc. Excellent condition plus other top titles worth £550 selling for £300 Phone (0405) 5720 evenings.

• **Atari ST** games for sale over 300 titles, very latest £3 each. P Scheurwaten. P.O Box 69 2980 AD Riddenkenk Holland.

• **Amiga 1000**, 512K + £190 Software and utilities all boxed, Sell £470 O.N.O Phone 037 881 2573

• **Atari STFM** three months guarantee left £200+ worth of software sell £220 phone 01-476 7475 or send to Ken 268 Barking Road Canning Town London 13 8HR Between 6 pm to 10 pm.

• **Amstrad 6128** with colour Monitor, tape deck, joystick and software inc. Pawn, Mercenary and Elite, Very good conditon, all for £350 phone St. Annes 728801 and ask for Neil.

• **Atari ST** sell for £300 also coming with mouse mat, two competiton Pro extra Joysticks contact Ken 01682 0821 or write 64 Gassiot Road 8LA SW17. Swap Amiga.

• **Amstrad** 6128 colour Monitor excellent condition Joystick £150 Software Plus Manual and original disc all worth over £600 sell for £350 phone Tony on 01 470-7255 after 7pm got to be seen.

ATARI ST - AMIGA

FOR THE BEST VALUE
IN
68000 COMPUTING
CALL US TODAY

PERIPHERALS

DISC DRIVES, PRINTERS,
MONITORS, CABLES, DISCS,
STORAGE BOXES.
AT PRICES YOU'LL LIKE

SOFTWARE

A WIDE RANGE FOR BOTH MACHINES
MANY BARGAIN PRICES

REPAIRS & SERVICE

IN OUR OWN FULLY EQUIPED
WORKSHOP

FINANCE AVAILABLE - ACCESS, VISA WELCOME

BATH COMPUTER SHACK
8E CHELSEA RD, LOWER WESTON,
BATH, AVON. BA13DU
TEL: (0225) 310300

ACE

hardware & software
for
most popular computers

software

CASSETTES FROM £1.99

DISKS FROM £7.00

hardware

JOYSTICKS FROM £7.00

INTERFACES FROM £7.00

wide range of guaranteed used hardware at competitive prices

ALL PRICES INCLUDE VAT & P+P

payable to
P.CHANDLER

ACE COMPUTER ENTERPRISES

14 SOMERS RD LONDON

E17 6RX 01-521 1277

SOUTH EAST KENT SOFTWARE
Mail Order Specialist
P.O. Box 152, Orpington, Kent
Enquiries 0689-50204
Full Title List Available for Atari Amstrad Spectrum

64/128	CASSETTE	DISK
Charlie Chaplin	£7.50	£10.95
Combat School	£6.99	£9.99
Corporation	£7.50	£10.95
Desolator	£7.50	£10.95
Empire Strikes Back	£7.50	£10.95
Flintstones	£7.50	£10.95
Football Manager II	£7.50	N/A
Game Set & Match	£9.95	£12.99
Gary Linekar Soccer	£9.95	£12.99
Gauntlet II	N/A	£8.99
Ikari Warriors	£7.50	£10.99
Matchday II	£7.50	£10.99
Michey Mouse	£7.50	£10.99
Samurai Warrior	£6.99	£9.99
Shackled	£7.50	£8.99
Sherlock	N/A	£14.99
Skate Crazy	£7.50	£10.99
Street Sports Basketball	£7.50	£10.99
Street Sports Baseball	£7.50	£10.99
Time & Magick	10.99	£11.99
Vindicator	£6.99	£9.99
Wizard Warz	£7.50	£8.99

COMMODORE AMIGA	DISK
Bat Cat	£19.99
Barbarian	£19.99
Bubble Bobble	£16.95
Dark Castle	£19.99
Defender of The Crown	£23.95
Fire Power	£19.95
Flintstones	£16.95
Garrison	£19.95
Gunship	£19.95
Hunt for Red October	£19.95
Jet	£29.99
Seconds Out	£16.95
Star Wars	£16.95
Time Bandits	£16.95

HARDWARE JOYSTICK RANGE

Quickshot II Turbo	£11.95
Cheetah 125	£6.95
Phasor One	£10.95
Pro 5000	£12.95
Speedking With Free Game	£8.99

NINTENDO *Full List Available*
Hardware and Software stocked

Golf	£16.95	Wildgun Man	£23.50
Baseball	£16.95	Hogans Alley	£23.50
Soccer	£16.95	Gumshoe	£23.50
Tennis	£16.95	Excite Bike	£23.50
Joystick by Koniz	£12.99	Mach Rider	£23.50

BUSINESS SOFTWARE *Available Please State Model for Full List*

All Prices Include Postage & Delivery in UK.
Overseas Extra
Please Make Cheque/P.O Payable to:
J.Ferguson
C.O.D. Available over £25.00

• **Atari 800XL** Computer XCII Datarecorder, 1050 disc Drive, Plus some software (Rom, Disc and Cassette) £100 O.N.O Tel. No 021 706 3558 (after 6pm)

• **Spectrum Software** for sale 9 games incluing classics like Arkanoid, and paperboy for full list send S.A.E to Mark Downey 6 Northlands Park Finaghy, Belfast 10 0JG.

• **Atari St Games** half Price Barbarian, Flintstones, Backlash, Predator, Skyfox , Knightmare, Defender of the Crwon, Fire and forget, Gauntlet 2, Impact, Indiana Jones , Obliterator, Out Run, Rolling Thunder. All original Tel:- Andrew
021 551 5797

• **Sega Console** boxed excellent condition with five popular games e.g Outrun, Space Harrier, also light phase with three games plus joysticks genuine bargain £275 Tel 061 624 2405
After 6 pm.

• **Amstrad 6128** 'Colour', five joysticks + splitter, cassette recorders '2 M',. ultiface II disc – Wizard screeen Vision 30 discs over 300 games "Beyond Ice Palace etc" £300 Bargain, Phone after 6pm 0827 893448.

• **CBM64,** Disc Drive, Datasette, Freeze Frame, over £500 software, many mags and utilities. (All Software bought in last twelve months). Cost over £800 sell for £300 O.N.O Tel (0602) 615307.

• **Thirty ST** originals for sale: Trauma, Return to Genesis £8.75, Flight Simulator II £17.75. For list write to Farooq-Fazal, 27, Cannon Hill Grove, Balsall Heath, B12 9PT or phone 021-440-3953.

• **Toshiba HX-10** MSX Computer, Plus Nemesis 1 and 2 on cartridge. £50 O.N.O Tel No 021 706 3558 (After 6 pm)

SERVICES

• **Convert** your MP-1 or 2 modulator give a 'Composti video signal output' for direct connection to your video recorder - parts + Instructions £6.99 to: A Talbot, 18 Trelawney Parc, St.Columb Major, Cornwall, TR9 6RR.

PEN PALS

• **Atari ST** owners wanted from all over the world to swap hints and tips. 100% reply write to Anthony Chapman 51 Greenaleigh Road, Yardley Wood, Birmigham B14 4HY.

• **Atari ST** owners Penpal wanted If interested phone Martin on (0272) 520899 5-10 weekdays but please no beginners Thank you.

• **Amiga** Contact Wanted. Write to Keith 1 GWYN Rd, Ramsgate, Kent CT12 6BD. All letters answered.

• **Amiga** owners contact me now. I am interested in meeting other owners worldwide, Please write to Emyr Kerfoot, Menllys Farm, Towyn, Abergele Clywd N.Wales Phone Rhyl 51208 after 6p.m.

• **Amiga** contacts wanted, all the latest stuff, write to: John Bayes. 34 Tower Street, Flamboro, Nr Bridlington, North Humberside, Y015 1PD

• **Amiga** contacts wanted to swap hints etc, write to Jalpesh 32 Byron Avenue, Kingsbury, London NW9 OER or phone 01 204 5536 fast.

• **Amiga** contacts wanted, write to Darren, 40 Applegarth Lane, Bridlington, Humberside. Y016 5LA.

• **Amiga** contacts wanted write to Mark 12 Burbage Avenue, Stratford Upon Avon, Warks CV3 ODN all letters GTD reply or phone me on 0789 292999 have an Atari ST

• **Amiga** contacts wanted write to: T.C., 56 Clinton Crescent, Aylesbury Bucks, HP21 75W. England. Over Seas welcome.

• **T.S.** needs Amiga and C64 contacts. Contact: Jace 12 Clare Close, Thatto Heath, St Helens, Merseyside, WA9 5HS. England. Or phone (0744) 38956 ask for Bren !!

• **Amiga** owners would like to make contact with others: write to Scott Wilson, 41 Boreston Crescent, St Ninians Stirling Scotland, FK7 9BQ

• **ST Contacts** wanted write to Mark 43 North Allerton Road, Lower Kersal Salford M7 ORA. Overseas contacts welcome. Hi to Kev.

• **Roses are Red** Violets are Blue, got an ST, then write to me. Mark Kinsella Johnston, Sea Road, Arklow, Wicklow, Ireland. Also wanted second drive will pay £70. Hi Mum.

OTHER

• **You get £5** for every packet sent out. Interested send S.A.E. for free information to S.E. Wards 31 Wansbeck Street Chopwell Newcastle Upon Tyne NE17 7DD Now !

• **An Atari ST Adventure** more horrifying then you can ever imagine Predators send cheque for £2.95 payable to Ivan Pearlman, 85 Bush Grove, Stanmore, HA7 2DY. The ST like you've never seen before! It's S/S

• **A.C.S.** The new wicked fanzine for Amstrad CBM64, Spectrum Users. Full of reviews letters, hints and tips etc. etc. For details send S.A.E to A.C.S 5 Wolfe Close, Walton, Chesterfield Derbs

• **ST** owners, bored with Spidertronic? Why not buy more new levels at £2.50. Also Sentinel Wdes 0-9999 at 50p. Make cheques payable to H.Elton 115, Leek Road, Stockton Brook, Stoke on Trent, Staffs ST9 9NJ

• **If you want** to make hundreds of pounds write to Clarke Colquhon, Loch Monzievaird, Crieff, Tayside, Scotland, PH7 4JR for free details, enclose a large stamped self addressed envelope.

USER GROUPS

• Free membership to an amazing Spectrum club. Don't miss your chance to join. Send S.A.E. S.C. (AC) D Hadfield 8 Brookside Close, Godley Hyde, Cheshire SK14 2QQ

• • FANTASTIC OFFER • •

50 3.5" DS/DD 135 TPI DISKS WITH FREE 80 CAP LOCKING DISK BOX & Disk Cleaning Kit ONLY £55.00 ! ! !

100 DS 48 tpi disks + 100 cap L.D.Box ! ! !

ONLY £29.95 ! ! !

	10	20	40	60
SS/DD 135TPI	£9.75	18.75	£35.00	£48.00
DS/DD 135TPI	£10.50	£20.00	£38.00	£52.00

CABLES ! CABLES ! CABLES ! CABLES ! CABLES !

Standard Centronics Printer Cable for AMIGA, Atari ST, IBM etc. (25 D way plug to Centronics plug - screened)
1.5m .... £7.95 ..... 3.0m ..... £9.95 ..... 5.0m £11.95

Centronics plug to Centronics plug - for switchboxes and gender changes etc. 13 pins connected - (screened)
1.0m .... £8.95 ..... 2.0m ..... £9.95 ..... 3.0m £10.95

RS232 SERIAL MODEM/PRINTER LEAD CONFIGURED FOR DTE OR DCE EQUIPMENT - PLEASE SPECIFY (screened)
1.5m .... £7.95 ..... 3.0m ..... £9.95 ..... 5.0m £11.95

25 Way D plug to 25 Way D plug - for RS232 switch boxes etc.
1.0m .... £7.95 ..... 2.0m ..... £8.95 ..... 3.0m £10.95

Gender Changer (RS232) 25 Way D plug to 25 Way D plug - metal case 60mm long £5.50

COMMODORE AMIGA 23 D WAY PLUG + 2 PHONO TO SCART (ANALOGUE RGB) £9.95

CBM 64 5 PIN DIN PLUG TO SCART £5.95

CBM 64 5 PIN DIN TO PHONO (COLOUR MONITOR) £2.95

CBM 64 5 PIN DIN PLUG TWIN PHONO (MON. WITH AUDIO) £3.75

COMPUTER ACCESSORIES

Locking Disk Boxes	1	2	3	4
5.25" - CAP 50	£6.95	£12.95	£18.95	24.95
5.25" - CAP 100	£8.95	£16.45	£23.95	£29.95
3.5 " - CAP 40	£6.50	£11.95	£17.50	£21.95
3.5" - CAP 80	£7.95	£14.95	£20.95	£25.95

3.5" DISK CLEANING KIT (FLUID) £2.95
5.25" DISK CLEANING KIT (FLUID) £2.95
5.25" DISK NOTCHER £2.75
5.25" DISK CLEANING KIT (DRY) £2.00

BOX OF 10 5.25"DS/DD 48 TPI BRANDED PRECISION DISKS £4.95
"THING!" copy holder (left or right hand versions) £4.50

JVC Tapes - suitable for use on all computer tape decks
FI-60 (C60) £3.50 for 5 or £6.50 for 10
FI-90 (C90) £5.00 for 5 or £9.50 for 10

SWITCH BOX CLEARANCE ! ! - 2 IN 1 OUT/2 OUT 1 IN
RS232 OR CENTRONIC £19.95! !
CROSSOVER (CENTRONICS ONLY) £22.95! !

5.25" BULK DISKS CERTIFIED ERROR FREE NO QUIBBLE REPLACEMENT GUARANTEE DS/DD 48 & 96TPI - 25..£9.00 50..£16.00 100..£27.00 200..£49.99

FLIP SIDED DISKS - REVERSIBLE WITH 2 NOTCHES & 2 INDEX HOLES - DS/DD 48 & 96 TPI - INCLUDES FULL USER SET. BOX OF 10 £4.50 5 BOXES £21.00 10 BOXES £38.00

Just write for more information. Cheques etc. payable to STORT SOFT (International orders add 10% and remit in pounds Sterling by bank draft or international money order. Write for quote in any other currency).

0354 8590 **0354 8590**

ACCESS/MASTERCARD/EUROCARD/VISA accepted CREDIT CARD ORDER LINE - 0354 8590
24 HOURS A DAY, 7 DAYS A WEEK - VAT & P.P INC. NO HIDDEN EXTRAS - WHAT YOU SEE IS WHAT YOU PAY
ASHLAW HOUSE, EUXIMOOR DROVE, CHRISTCHURCH, WISBECH, CAMBRIDGESHIRE, PE14 9LS

MEGASAVE FANTASTIC SAVINGS

Title	Spect	+3	AMS	Disc	Comm	Disc
Action Force II	5.95	D2	–	–	–	–
Bionic Commandos	5.95	–	6.45	9.95	6.45	7.95
Buggy Boy	4.99	D2	6.45	9.95	6.45	9.95
Boot Champ 19	6.75	–	–	–	6.75	9.95
Bards's Tale	6.95	–	–	–	7.25	10.95
Bards'sTale 2 or 3	–	–	–	–	–	11.50
Barbarian II	6.75	D1	6.95	9.95	6.95	9.95
Combat School	6.15	D2	6.45	9.95	5.95	9.75
Champions	6.95	–	6.95	9.95	6.95	9.95
Collected Works	6.95	D4	–	–	–	–
Dark Side	6.45	D2	6.45	9.95	6.45	9.95
Daley Thompsons 88	6.75	D1	6.75	8.95	6.75	8.95
Empire Strikes Back	6.45	–	–	–	6.75	8.95
Footb. Manager II	6.45	D2	6.45	9.95	6.45	9.95
Footb. Director	5.95	–	5.95	–	–	–
Footb. Dir II 128	13.95	D1	–	–	–	–
Fernandez must Die	6.26	D1	6.75	8.95	6.75	8.95
Foxx Fights Back	6.45	D1	–	–	6.75	8.95
G. Liniker S Skills	5.15	D1	6.45	9.95	6.45	9.95
G.Linekers Hot Shot	5.15	D1	6.75	9.95	–	–
G.Giana Sisters	6.25	D1	6.45	9.95	6.45	8.75
Gi Hero	5.15	–	6.45	9.95	6.75	9.95
Garfield	5.95	–	6.45	9.95	5.95	9.95
Gold Silver Bronze	10.95	D4	10.95	15.95	10.95	13.95
Hawkeye	–	–	–	–	6.45	9.95
Heroes of Lance	6.95	D2	6.95	9.95	6.95	9.95
Hot Shot	6.25	D1	6.75	8.95	6.75	8.95
Ikari Warriors	5.95	D1	7.50	7.95	6.45	9.95
Konamis 10 Hits	6.95	D3	6.95	–	6.955	–
Karate Ace	8.95	–	8.95	9.95	8.95	8.95
Last Ninja II	8.95	–	7.95	9.95	7.95	9.95
Magnificent 7	6.95	D3	6.45	13.95	6.45	13.95
Matchday II	5.15	–	6.25	–	5.95	9.75
Mickey Mouse	5.15	D2	6.45	9.95	6.45	9.95
Marauder	5.15	D1	6.45	9.95	6.45	9.95
Night Raider	6.75	D2	6.75	9.95	6.75	9.95
Netherworld	5.15	D1	6.75	9.95	6.75	9.95
Outrun	6.25	D2	6.75	9.95	6.75	9.95
Operation Wolf	5.25	–	–	–	–	–
Overlander	5.15	D1	6.5	8.95	6.75	7.95
Oops	5.15	–	–	–	6.75	9.95
Platoon	6.75	D2	6.75	9.95	6.75	9.95
Psycho Pig UXB	6.25	D1	–	–	6.25	8.75
Pool of Radiance	–	–	–	–	6.95	9.95
Par 3	9.95	D4	9.95	13.95	–	–
Par 4	–	–	–	–	9.95	13.95
Road Blaster	6.25	D1	6.45	9.95	6.45	9.95
Rambo 3	5.25	–	6.75	9.95	6.75	9.95
Redstorm Rising	–	–	–	–	10.95	13.95
R-Type	6.75	–	–	–	–	–
Skate Crazy	5.15	D1	6.45	9.95	6.45	9.95
Street Fighter	5.95	D1	6.45	9.95	6.45	9.95
Summer Olympiad	6.45	–	6.45	9.95	6.45	9.95
Salamander	5.15	–	6.25	–	6.25	–
The Double	7.95	–	–	–7.95	–	–
Target Renegade	5.15	D2	6.25	–	6.25	–
Track Suit Manager	6.45	–	–	–	6.45	–
The Games (Winter)	6.25	D1	6.45	9.95	6.45	9.95
T-Wrecks	5.15	D1	–	–	6.75	9.95
The Mad Mix	5.15	D1	5.15	7.95	5.15	7.95
Typhoon	5.95	–	–	–	6.45	8.95
Vindicator	5.15	–	5.95	9.95	5.95	8.75
Virus	5.14	–	6.45	–	6.25	–
Whirligig	5.15	D2	–	–	6.45	9.75

Title	Spect	+3	AMS	Disc	Comm	Disc
1943	6.25	D1	6.75	8.95	6.75	9.95

Amiga & Atari ST	Amiga	Atari ST
Arcade Force Four	–	15.75
Arkaniods II	–	12.75
Alien Syndrome	12.75	12.75
Army Moves	15.75	12.75
Bards Tale 1 or 2	17.75	17.75
Bionic Commandos	14.75	12.75
Buggy Boy	14.75	12.75
Bomb Jack	14.75	12.75
Bridie	15.75	12.75
Barbarian II	12.75	9.99
Bootcamp 19	12.75	–
Corruption	14.75	15.75
Carrier Command	14.75	15.75
Captain Blood	14.75	15.75
Champion Cricket	9.95	9.95
Dungeon Master	–	15.75
Daley Thompson Olympic	15.75	12.75
Empire Strikes Back	12.75	12.75
Ferrari Formual I	17.75	–
Football Manager II	12.75	12.75
Frenandez must die	15.75	15.75
G.Lineker Super Skills	–	12.75
G.Lineker Hot Shot	12.75	12.75
Great Giana Sisters	15.75	12.75
Gauntlet II	–	12.75
Heroes of the Lance	15.75	15.75
Helter Skelter	9.75	9.75
Hot Shot	12.75	12.75
Ikari Warriors	15.75	9.95
Interceptor	17.75	–
Leather neck	12.75	12.75
Legend of the Sword	15.75	15.75
Mickey Mouse	–	12.75
Mars Cop	12.75	12.75
Night Raider	12.75	12.75
Netherworld	12.75	12.75
Outrun	–	12.75
Obliterator	15.75	15.75
Overlander	15.75	15.75
Oops	12.75	12.75
Platoon	–	12.75
Pool of Radiance	15.75	15.75
Road Blaster	15.75	12.75
Sidewinder	6.95	9.95
Starglider II	15.75	15.75
Street Fighter	15.75	12.75
Space Harrier	15.75	12.75
Summer Olympiad	12.75	12.75
Stir Crazy	12.75	12.75
Speedball	15.75	15.75
Super Hang-On	–	12.75
Sky Chase	12.75	12.75
ST. S Star	–	15.75
Thundercats	15.75	12.75
The Mad Mix	–	15.75
Verminartor	–	15.75
Virus	12.75	12.75
Vectorball	9.95	9.95
Whirligig	12.75	12.75
Where Time Stood Still	–	12.75
Xenon	12.75	12.75
1943	15.75	12.75

3+ disc D1 @ £8.75 D2 @ £9.95 D3 @ £10.95 D4 @ £13.95

MAIL ORDER ONLY, POSTAGE INCLUDED GREAT BRITAIN, EEC 75p per item, OVERSEAS £1.50 per item, fast service, Send Cheque /PO To: **MEGASAVE dept AC**
49H Sutherland St, Victoria, London SW1 V 4JX
Please send for free list of new releases on Amstrad, C16, MSX, Atari St, Amiga, Commodore, Spectrum and +3 Disc. State which list. Please note that new games will be sent day of release.

Future League Ltd

EXPRESS REPAIR

ATARI ST, AMIGA AMSTRAD, IBM, PC + COMPATIBLES...

PROMPT AND PERSONAL SERVICE BY QUALIFIED ENGINEERS

*** FREE ESTIMATES ***

☎ 061-301 2210

ORT/GEC ITeC LTD.
MELBA STREET, MANCHESTER M11 1FL

B.BYTES COMPUTER SYSTEMS

O F H I N C K L E Y

Atari specialists up to 25% Discount on all software for Atari, Commodore, Amstrad, Spectrum, BBC, MSX and PC.
Sega titles **£13.95, £18.50, £22.95**
Sega Master System £79.99 (Extra discounts if bought with other software)

Atari ST Systems From **£269.00** inc VAT (ring for availability)

Atari ST Word Processing Packages from **£569.00** to **£799.00** inc VAT. Pack includes **SM124** High Res Monitor. **MP135** Printer (135cps). **First Word Plus** Word Processor, **ATARI ST Computer.** There is a choice of computers for the pack - **520STFM, 1040STFM, 520STM + 1/2 MEG DRIVE, 520STM + 1 MEG DRIVE**
We also stock a wide selection of blank tapes and disks, disk boxes, leads, interfaces, paper and accessories

Dept A. 19 Southfield Road, Hinckley, Leics LE10 1UA Telephone 0455 613377

American Express Access Visa

WORLDWIDE SOFTWARE
1Bridge Street
Galashiels TD1 1RH
Tel: 0896 57004

WORLDWIDE SOFTWARE

WORLDWIDE SOFTWARE
49 Stoney Street
Nottingham NG1 1LX
Fax: 0602 483102 Tel: 0602 480779

C46/128	CASS	DISK
19 Boot Camp	7.25	11.20
1943 Battle of Midway	7.99	11.99
20 Chartbusters	7.99	
Adv Dung & Drangons (ea)	7.99	11.99
Alien Syndrome	6.55	11.20
AMX Mouse/Stop Press DTP		54.95
Armalyte	7.25	9.75
Barbarian II	7.25	9.45
Bards Tale III		11.99
Carriers at War		24.95
Corruption		14.95
Daley .T. Olymp Challenge	7.25	9.75
DeLux Scrabble	9.99	12.99
Eddie Edwards Super Ski	7.25	11.20
Emlyn Hughes Int Soccer	7.25	11.20
Empire Strikes Back	7.25	11.20
Flight Simulator II	29.95	31.95
Football Manager II	7.25	11.20
G I Hero	7.25	9.75
Games Winter Edition	7.99	11.99
Gary Linekers Super Skills	7.99	11.99
Gold Silver Bronze	11.99	14.45
Great Giana Sisters	7.99	9.99
Gunship	11.20	14.95
Hawkeye	7.25	9.45
Hotshot	7.25	9.75
Intensity	7.25	9.75
International Soccer	7.25	11.20
Jet		28.95
Karate Ace	7.99	11.99
Katakis	7.25	11.20
Kennedy Approach	7.25	11.20
Konami Arcade Collection	7.25	11.20
Last Ninja II	9.75	11.20
Lderboard Fam Courses 2	4.99	6.99
Live Ammon	7.25	11.20
Magnificent Seven	7.25	11.20
Marauder	7.99	11.99
Micro Mud		11.20
Mindfighter	11.20	14.95
Mini Office II	12.75	14.95
Netherworld	7.99	11.99
Nimitz	7.99	11.99
Operation Wolff	7.25	11.20
Outrun	7.99	9.99
Overlander	7.25	9.00
Pandora	7.25	9.75
Peter Beardsley Football	7.25	11.20

ATARI ST SOFTWARE	
1943 Battle of Midway	14.95
Adv Dung& Dragons (ea)	19.95
Alien Syndrome	13.25
Army Moves	13.25
Barbarian II	11.20
Bomb Jack	13.25
Bubble Bobble	13.25
Buggy Boy	13.25
Captian Blood	16.45
Carrier Command	16.45
Chubby Gristle	13.25
Corruption	14.95
Daley .T. Olympic Chall	13.25
Dungeon Master	16.45
Empire Strikes Back	13.25
F15 Strike Eagle	16.45
Football Manager II	13.25
Foundations Waste	16.45
Galdregons Domain	13.25
Gauntlet II	14.95

ATARI ST SOFTWARE	
Gunship	16.45
Hawkeye	13.25
Hotshot	13.25
International Soccer	13.25
Kennedy Approach	13.25
L/Board Collection Birdie	19.95
Leatherneck	13.25
Legend of the Sword	13.25
Mars Cops	13.25
Mickey Mouse	14.95
Netherworld	14.95
Nigel Mansell Grand Prix	18.95
Night Raider	14.95
Oids	13.25
Operation Wolf	13.25
Outrun	14.95
Overlander	13.25
Pandora	13.25
Peter Beardsley Football	13.25
Platoon	13.25

ATARI ST SOFTWARE	
Quadralien	13.25
Rally Run	13.25
Return to Genesis	13.25
Space Harrier	13.25
ST Adv Creator	26.55
ST Five Star	16.45
Starglider II	16.45
Starray	13.25
Stir Crazy	13.25
Street Fighter	14.95
Summer Olympaid	13.25
Super Hang On	13.25
Thundercats	13.25
Time & Magik	13.25
Verminator	16.45
Virus	13.25
Vroom	13.25
Where Time Stood Still	13.25
Whirligig	13.25
Zynaps	14.95

C64/128	CASS	DISK
Printers	11.20	14.95
Psycho Pigs UXB	7.99	11.99
R-Type	7.25	11.20
Red Storm Rising	11.20	14.95
Road Blasters	7.25	11.99
Salamander	6.55	11.20
Samuri Warrior	6.55	11.20
Silent Service	7.25	11.20
Soldier of Light	9.75	11.20
Sorcerer Lord	9.75	13.50
Stealth Mission		28.95
Street Sport Soccer	7.99	11.99
Strike Fleet		11.99
Summer Olympiad	7.25	11.20
Super Hang On	7.25	11.20
T Wrecks	7.99	11.99
Target Renegade	6.55	9.75
Terrorpods	7.25	11.20
Time and Magik	11.20	11.20
Time of Lore	7.25	9.75
Tracksuit Manager	7.25	
Typhoon	6.55	9.75
Ultima I or III or IV		14.95
Ultima V		19.95
Up Periscope		19.95
Vindicator	6.55	11.20
Wasteland		15.99
We Are The Champions	7.25	13.50
West Europe Scenery		14.95

50p off every title *** SUMMERTIME SPECIAL OFFERS *** **50p off every title**
Just tell us in which magazine you saw our advertisment then deduct 50 pence from our advertised price on each title that you order (not joysticks and peripherals)

COMMODORE AMIGA SOFTWARE	
1943 Battle of Midway	19.95
Adv Dung & Dragons (ea)	19.99
Alien Syndrome	13.25
Army Moves	13.25
Barbarian II	13.25
Bards Tale II	13.25
Bionic Commando	19.95
Black Lamp	13.25
Bomb Jack	16.45
Bubble Bobble	13.25
Buggy Boy	16.45
Carrier Command	16.45
Cubby Gristle	16.45
Combat School	16.45
Corruption	16.45
Daley .T. Olympic Chall	16.45
Empire Strikes Back	13.25
Enlgihtment (Druid II)	13.25
Faery Tale Adventure	21.95
Flight Simulator II	31.95

COMMODORE AMIGA SOFTWARE	
Football Manager II	13.25
Foundations Waste	16.45
Garrison II	19.95
Great Giana Sisters	19.95
Green Beret	16.45
Gryzor	16.45
Hawkeye	16.45
Hotshot	13.25
Ikari Warriors	16.45
Interceptor	18.95
International Soccer	13.25
Jet	28.95
L/Board Collection Birdie	19.95
Leatherneck	13.25
Legend of the Sword	13.25
Leisuresuit Larry	16.45
Mars Cops	13.25
Nebulus	19.95
Netherworld	19.95
Night Raider	14.95

COMMODORE AMIGA SOFTWARE	
Oops!	13.25
Overlander	16.45
Pandora	13.25
Peter Beardsley Football	13.25
Platoon	16.45
Rally Run	13.25
Rocket Ranger	21.95
Rockford	13.25
Space Harrier	16.45
Starglider II	16.45
Starray	19.95
Summer Olympiad	13.25
Tanglewood	13.25
Thundercats	16.45
Time and Magik	13.25
Universal Military Simulator	16.45
Verminator	16.45
Virus	13.25
Whirligig	13.25
Zynaps	14.95

JOYSTICKS

Cheetah 125 plus	6.95
Cheetah Mach 1 plus	12.95
Comp Pro 5000	12.95
Comp Pro 5000 Clear	13.95
Comp Pro 5000 Extra	14.95
Speedking	10.99
Speedking with Autofire	11.99
Ram Delta	7.99
Cruiser	7.99

PERIPHERALS

Azimuth C64 tapehead aligh kit	8.99
5.25" disk box (holds 100 disk)	9.95
C64 Dust Cover	4.95
C64 Disk Drive Cover	4.50
C64 Reset Switch	6.99
C64 C2N Datasette Unit	28.95

BLANK DISK

3.5" DS/DD disk (per ten)	9.95
5.25" box of ten branded disks	4.99

Please make cheques or postal orders payable to **WORLDWIDE SOFTWARE.**
All prices include postages & packing in UK. Overseas please add £1.50 per cass/disk for AIR MAIL delivery. Credit Card orders accepted by phone or mail.
Galashiels: (0896) 57004 (24 hours) Nottingham (0602) 480779 (24 hours)
All U.K deleveries by 1st Class mail

USER GROUPS CONT

• **Amicable Amiga** club would like to hear from all Amiga users to start User Group Write to: Onn Lee, 125 Arnold Road, Bestwood Estate, Notts NG5 5HR. All letters answered.

• **Amiga User Group?** Newsletters, reviews, competitons, Hints/Tips, software and hardware offers, puzzles, news. Plus much much more! For details send S.A.E Amiga Life, 3 Fernsbray Road, Hindley, Wigan, Lancs WN2 4JN

• **T199/4A User Group** (U.K.) Membership details Peter Walker 24, Bacons Drive Cuffley Herts EN6 4DU 0707 873778

WANTED

• **Atari ST** Contacts wanted Worldwide To swap Hints and Tips, etc Guaranteed Reply between 7 8 days. Write to Richard Markiinson, 90 Long Road, Canvey Island, Essex, SS8 OJL.

• **Disciple Interface** for Spectrum Plus also small printer, Microdrive good condition only please. Phone Simon 0285 85695

• **HELP!** Playing hints needed for Doomdarks Revenge on CBM64. New Amiga unused because cannot finish. Phone Mrs Barbara Clarke on 0252 721643

HOW TO PLACE YOUR ENTRY

All you have to do is send off the form opposite, together with your payment; Entries to the Pink Pages cost just £2.50 each. (Except for Helpline which is free).

• The maximum is 30 words except for Helpline. (Helpline entries can be extended to 100 words max – use another sheet of paper if necessary).
• The service is NOT open to trade advertisers.
• We will print your advertisement in the first available issue.
• Entries which could be interpreted as encouraging software piracy will not be accepted.

ENTRY FORM

POST TO: **ACE Readers Page, Future Publishing Ltd, 4 Queen St, Bath, Avon BA1 1EJ.**
Please place this entry in the next available issue of ACE.

Name _____

Address _____

_____

Category of entry:

☐ **Helpline** ☐ **For Sale** ☐ **Wanted** ☐ **Pen Pals** ☐ **User Groups** ☐ **Other**

Method of payment ☐ **ACCESS** • ☐ **VISA** • ☐ **CHEQUE** • ☐ **P.O.**

Cred. card no. _____ **Exp. date** _____

Please make out all cheques and postal orders to Future Publishing Ltd.

Write your advertisement here, one word per box. Include your name, address and phone number if you want them printed.

S.D.C.

309B Goldhawk Road, London W12 8EZ

(OPEN 7 DAYS 10am - 8pm)

BUY BY PHONE
01 741 1222
01-995 3652
0525 371884

PRICE PROMISE

If you wish to purchase any product from our list and find that you can buy the same product cheaper from another mail order company, simply enclose the lower amount, stating the name of the other company and where you saw the advert. (It must be the current issue). Price Promise does not apply to other companies "Special Offers".

ENQUIRIES
01-748 3597

Title	Spectrum Cass	Spectrum Disc	C64 Cass	C64 Disc	AMS Cass	AMS Disc	ST	Amiga
19 Boot Camp	6.95	10.50	6.95	10.50	6.95	10.50	13.95	13.95
1943 Battle midway	7.50	10.50	8.50	12.50	8.50	12.50	16.50	21.50
720°	7.50	N/A	8.50	12.50	8.50	5.99	N/A	N/A
Adv. Art Studio	16.95	N/A	16.95	20.99	16.95	20.99	16.95	N/A
Airborne Ranger	6.95	N/A	10.50	12.95	10.50	12.99	N/A	N/A
Alien Syndrome	6.50	10.50	6.95	9.50	6.95	10.50	13.95	13.95
Arcade Force 4	8.50	N/A	8.50	12.50	8.50	12.50	21.50	N/A
Army Moves	5.50	N/A	6.50	10.50	6.50	10.50	13.95	16.95
Bad Cat	7.50	N/A	8.50	9.99	8.50	12.50	16.50	21.50
Barbarian II	6.99	10.50	6.99	8.50	6.95	10.50	10.50	13.99
Barbarian Psygnosis	6.95	N/A	6.95	10.50	6.95	10.50	16.95	16.95
Battleships	2.99	N/A	2.99	N/A	2.99	N/A	10.50	13.99
Beardsley's Soccer	6.50	N/A	6.95	10.50	6.50	10.50	13.95	13.95
Bionic Commandos	7.50	10.50	8.50	9.50	8.50	12.50	16.50	21.50
Black Lamp	3.99	9.99	3.99	9.99	3.99	10.50	13.95	13.95
Bombjack	2.99	N/A	2.99	N/A	2.99	N/A	13.95	16.95
Bubble Bobble	5.50	9.99	6.50	10.50	6.50	10.50	13.95	13.95
Buggy Boy	5.50	9.99	6.95	10.50	6.95	10.50	13.95	16.95
Captain Blood	6.95	N/A	6.95	10.50	6.95	10.50	16.95	16.95
Chubby Gristle	6.50	N/A	6.95	10.50	6.95	10.50	13.95	13.95
Combat School	5.50	N/A	6.50	10.50	6.50	10.50	13.95	16.95
Corruption	N/A	N/A	N/A	N/A	N/A	N/A	13.95	16.95
Darkside	6.95	10.50	6.95	10.50	6.95	10.50	N/A	N/A
Def. of the Crown	N/A	N/A	10.50	12.95	N/A	N/A	16.95	16.95
Dragons Lair 1	2.99	N/A	2.99	N/A	2.99	N/A	N/A	N/A
Dragons Lair 2	2.99	N/A	2.99	N/A	2.99	N/A	N/A	N/A
Elite	6.95	N/A	10.50	12.99	9.50	10.50	16.95	N/A
Empire Strikes Back	6.95	N/A	6.95	10.50	6.95	10.50	13.95	13.95
Enlightenment	2.99	N/A	2.99	10.50	2.99	4.99	13.95	13.95
F-15 Strike eagle	6.95	N/A	10.50	12.99	6.95	10.50	16.95	16.95
Fernandez Must Die	6.50	9.99	6.99	9.99	6.99	9.99	16.95	16.99
Fire & Forget	5.50	N/A	6.95	10.50	6.95	10.50	16.95	16.95
Flight Sim II	N/A	N/A	27.50	27.50	N/A	N/A	27.50	27.50
Flintstones	6.50	N/A	6.95	9.99	6.50	10.50	13.95	13.95
Football Manager II	5.95	N/A	5.95	10.50	5.95	10.50	13.95	13.95
G I Hero	5.50	N/A	6.95	9.99	6.50	10.50	N/A	N/A
G Linekers S/Skills	6.50	10.50	8.50	12.50	8.50	12.50	16.50	N/A
Games Winter Ed.	8.50	N/A	8.50	12.50	8.50	12.50	16.50	N/A
Gauntlet	2.99	N/A	2.99	N/A	2.99	N/A	14.99*	N/A
Gauntlet II	5.50	10.50	6.50	9.99	6.50	12.50	16.50	N/A
Gold, Silver, Bronze	12.50	14.99	12.50	14.99	12.50	21.50	N/A	N/A
Great Giana Sisters	7.50	9.99	8.50	9.99	8.50	12.50	16.50	21.50
Gryzor	4.95	N/A	6.50	10.50	6.50	10.50	13.95	16.95
Guild of Thieves	10.50	N/A	10.50	13.95	N/A	13.95	16.95	16.95
Gunship	6.95	9.99	10.50	12.99	10.50	12.99	16.95	16.95
Hawkeye	8.50	N/A	8.50	10.50	N/A	N/A	16.50	N/A
Helter Skelter	N/A	N/A	N/A	N/A	N/A	N/A	10.50	10.50
Heroes of the Lance	8.50	12.50	8.50	12.50	8.50	12.50	21.50	21.50
Hopping Mad	5.50	9.99	6.95	8.99	6.95	10.50	13.95	16.95
Hotshot	6.50	9.99	6.99	9.99	6.99	9.99	13.99	13.99
Hunt Red october	10.50	12.99	10.50	12.99	10.50	12.99	16.95	16.95
Ikari warriors	6.95	9.99	6.95	10.50	6.95	10.50	13.95	16.95
Imp Mission II	7.50	N/A	8.50	12.50	8.50	12.50	16.50	N/A
Int Soccer	N/A	N/A	12.50	N/A	N/A	N/A	13.95	13.95
Jet	N/A	N/A	N/A	N/A	N/A	N/A	27.50	27.50
Jewels of Darkness	10.50	N/A	10.50	12.99	10.50	12.99	10.50	13.95

JOYSTICKS:	Quickshot II Fantastic Offer	Only £5.20
JOYSTICKS:	Cheetah 125 Special Swivel Into Action	Only £11.99
JOYSTICKS:	Cheetah 125+ Fast 'N' Furious	Only £7.99
JOYSTICKS:	Competition Pro 5000 97% Zzap 64	Only £12.99
JOYSTICKS:	Competition Pro 5000 Clear THE BIZ!!	Only £13.99
JOYSTICKS:	Competition Pro 5000 Extra Killerstick	Only £14.99
JOYSTICKS:	Konix Speedking Autofire Gamesbuster	Only £10.99
JOYSTICKS:	Quickshot II Turbo Masterblaster	Only £12.50

Knight Orc	10.50	12.99	10.50	12.99	10.50	12.99	10.50	13.95
L/Board Collection	12.50	16.50	12.50	16.50	12.50	16.50	16.50	21.50
Last Ninja II	8.99	10.50	8.99	10.50	8.99	10.50	N/A	N/A
Leaderboard	5.99	N/A	8.50	12.50	8.50	12.50	21.50	21.50
Linekers Hot-Shot	6.50	10.50	8.50	12.50	8.50	12.50	16.50	16.50

Title	Spectrum Cass	Spectrum Disc	C64 Cass	C64 Disc	AMS Cass	AMS Disc	ST	Amiga
Mickey Mouse	6.50	10.50	8.50	12.50	8.50	12.50	16.50	16.50
Mindfighter	10.50	N/A	10.50	13.95	10.50	13.99	16.95	16.95
Nemesis	2.99	N/A	2.99	10.50	2.99	10.50	N/A	N/A
Netherworld	6.50	10.50	8.50	12.50	8.50	12.50	16.50	16.50
Night Raider	8.50	10.50	8.50	12.50	8.50	12.50	16.50	16.09
Out run	7.50	10.50	8.50	9.99	8.50	12.50	16.50	N/A
Overlander	5.50	9.99	6.95	8.50	6.95	10.50	13.99	16.95
Pacland	6.50	N/A	6.95	10.50	6.95	10.50	13.95	16.95
Pink Panther	7.50	10.50	8.50	12.50	8.50	12.50	16.50	16.50
Platoon	6.95	N/A	6.95	10.50	6.95	10.50	13.95	16.95
Pool of Radiance	N/A	N/A	8.50	12.50	N/A	N/A	21.50	21.50
Power Pyramids	6.50	N/A	6.95	9.99	N/A	N/A	N/A	N/A
Psycho Pig UXB	7.50	10.50	8.50	12.50	8.50	12.50	N/A	N/A
Quadralien	N/A	N/A	N/A	N/A	N/A	N/A	13.95	15.95
Revenge of Doh	5.50	N/A	6.50	9.99	6.50	10.50	13.95	16.95
Road Blasters	7.50	N/A	8.50	12.50	8.50	12.50	16.50	21.50
Road Runner	3.99	N/A	8.50	4.99	8.50	12.50	16.50	N/A
Rolling Thunder	7.50	10.50	8.50	9.50	8.50	12.50	16.50	21.50
Salamander	5.50	N/A	6.50	9.99	6.50	10.50	N/A	N/A
Scrabble Deluxe	10.50	N/A	10.50	13.99	10.50	13.99	13.99	13.99
Sentinel	6.95	N/A	6.95	10.50	6.95	10.50	10.50	13.95
Sidewinder	N/A	N/A	N/A	N/A	N/A	N/A	6.95	6.95
Silent Service	6.95	N/A	6.95	10.50	6.95	10.50	16.95	16.95
Silicon Dreams	10.50	12.99	10.50	12.99	10.50	12.99	10.50	13.95
Space Harrier	N/A	N/A	N/A	N/A	N/A	N/A	13.95	16.95

SPECIAL OFFERS!!	Box 10 3.5" Blank Discs Great Value	Only £12.99
SPECIAL OFFERS!!	Mouse Mats What Can We Say	Only £5.99
SPECIAL OFFERS!!	St. Wanderer with 3D Specs Not £19.95	Only £7.99
SPECIAL OFFERS!!	Ten classics for your Spectrum for	Only £5.99!!
SPECIAL OFFERS !!	ST or Amiga Brataccus + Deep Space+ Little Comp People + Hacker II	ALL 4 ONLY £14.99
SPECIAL OFFERS!!	Ten wicked C64 games! At the unbelievable price £5.99	

Spitfire 40	6.95	N/A	6.95	10.50	6.95	10.50	16.95	16.95
St. Sports Soccer	7.50	N/A	8.50	12.50	8.50	12.50	N/A	N/A
Starglider II	N/A	N/A	N/A	N/A	N/A	N/A	16.95	16.95
Starray	N/A	N/A	N/A	N/A	N/A	N/A	N/A	16.95
Stealth Fighter	6.95	N/A	10.50	12.99	10.50	12.99	16.95	N/A
Street Fighter	7.50	N/A	8.50	12.50	8.50	12.50	16.50	21.50
Stir Crazy (BOBO)	N/A	N/A	N/A	N/A	N/A	N/A	13.95	13.95
Strike F. Harrier	6.95	N/A	6.95	10.50	6.95	10.50	13.99	16.95
Summer Olympiad	5.50	N/A	6.95	10.50	6.95	10.50	13.95	13.95
Super Hang On	6.99	N/A	6.99	10.50	6.99	10.50	13.99	N/A
Supersprint	3.99	N/A	3.99	N/A	3.99	N/A	10.50	N/A

T-SHIRTS!!	Designed styled: All one size: Goods quality: Only £5.99	
T-SHIRTS!!	Gremlin another favourite from the makers of Monty!!	
T-SHIRTS!!	Microprose featuring all their simulation sizzlers!!	
T-SHIRTS!!	Obliterator shoot em up in style!!	
T-SHIRTS!!	Palace's Barbarian featuring you know who!!	
T-SHIRTS!!	Peter Beardsley Englands ace at his best!!	
T-SHIRTS!!	Samurai Warrior featuring Usagi Yojimbo	
T-SHIRTS!!	Space Harrier Elite's best now on your vest!!	
T-SHIRTS!!	The original classics hacker or Adventurer or Zapper!!!	
T-SHIRTS!!	US Gold your favourite software house!!	

T-Wrecks	6.50	10.50	8.50	12.50	N/A	N/A	16.50	16.50
Target Renegade	5.50	9.99	6.50	9.99	6.50	10.50	N/A	N/A
Thundercats	5.50	9.99	6.95	10.50	6.95	10.50	13.95	16.95
Time & Magik	10.50	10.50	10.50	10.50	10.50	10.50	13.95	13.95
Time Stood still	5.50	9.99	N/A	N/A	N/A	N/A	13.95	N/A
Typhoon	5.50	N/A	6.50	9.99	6.50	10.50	N/A	N/A
Vampires Empire	6.50	10.50	8.50	12.50	8.50	12.50	16.50	16.50
Vindicator	5.50	9.99	6.50	10.50	6.50	10.50	13.99	N/A
Whirligig	N/A	N/A	N/A	N/A	N/A	N/A	13.99	13.99
Winter Games	3.99	N/A	3.99	5.99	3.99	12.50	21.50	21.50
Winter Olympiad 88	6.95	N/A	6.95	10.50	6.95	10.50	13.95	13.95
World Darts	N/A	N/A	N/A	N/A	N/A	N/A	6.95	5.50
Xenon	5.50	N/A	6.95	10.50	6.95	10.50	13.95	13.95
Zynaps	8.50	N/A	8.50	12.50	8.50	12.50	16.50	16.50

NB: NOT ALL TITLES MAY BE RELEASED ON ALL FORMATS. PLEASE RING TO CONFIRM AVAILABILITY.

ANY GAME NOT LISTED PLEASE CONTACT US, FOR PRICES AD LISTS OF SOFTWARE

S.D.C. ORDER FORM (ACE SEPT)

Please send the following titles. BLOCK capitals please!

Type of computer _____

	Amount
Total Enclosed £	

Name _____

Address _____

_____

_____

_____

Tel. No. _____

Please make cheques or postal orders payable to **S.D.C**

Prices include P&P within the U.K: Europe please add £1.00 per tape:
Elsewhere please add £1.50 extra per tape

VISIT OUR NEW SHOP
18 MARKET SQUARE
LEIGHTON BUZZARD
BEDS

THE BLITTER END...

NO HAT REQUIRED?

Here at Blitter End we normally operate a stringent dress code. Even in these times of declining standards we feel that appearance matters, and nowhere more so than in the field of hats.

It is with considerable distaste then that we note the photo of the ACE editorial team and art supremo Trevor Gilham on page 5, with not a hat between them. We'd like to claim that this sans-chapeau behaviour was a rare lapse, but such is sadly not the case. Even though the shot was taken on the roof of the Future Publishing production department, where the risk of guano attack from nesting seagulls is considerable, these hat-haters recklessly spurned any form of protective headgear.

The problem is endemic. As this picture shows all too clearly, neither ACE Ad Manager Jon Beales nor Ad Executive Jennie Evans wears a hat. In fact, the only ACE team member properly attired headwise is art person Angela Neal - and she only put that baseball cap on for the camera. (Still, Ange is wearing one of those marvellously tasteful ACE T- shirts, so we can excuse the occasional bit of bare-headedness.)

HIER STEH' ICH, ICH KANN NICHT ANDERS.

Poor old Luther De Gale. Former Konami marketing man Luther is heavily involved in the Nintendo Games Console business these days, so naturally enough his Personal Computer Show stand is strongly angled that way. He's pictured here with the finished stand, but all is not entirely to his satisfaction. **Spinal Tap** devotees will grasp the problem immediately - they got the units wrong!

Such a compact stand does have its advantages of course - in particular it saves a vast amount of money by fitting into a mere 1sq foot of floorspace - but Luther won't settle for anything short of full size. Unconfirmed source tell us that the stand contractors are now looking for a much bigger cornflake packet and about 2 acres of sticky-backed plastic.

I said feet, not centimetres!

THIS IS AN OOPS!, GARY.

Last month's ACE was about as packed full of neat stuff as you could reasonably ask for - provided you're an OOPS! fan, that is. Mistake-lovers the world over will have thrilled to the sheer volume of errors on the contents pages. A strategy feature, the music pages and some obscure section called The Blitter End were all exquisitely misdescribed in a fine display of synchronised OOPSing.

After that almost any kind of foul-up would look mundane, but let's not ignore the contribution made by that rather special photo transposition on pages 18 and 19. 'Save those colonists, waste those aliens!' the caption commanded. What with? Even Gary Lineker can't save the universe with a football!!

Last but by no means least, how about that Spectrum Spindizzy poke on page 85? The mighty Tricks'n'Tactics machine turned out a bit of a boo-boo on line 20, sad to say. This should have read:

20 IF L<>4022 THEN PRINT "DATA ERROR":STOP

...but – for technical reasons we Blitter-ites don't pretend to understand – the quotes got all snarled up.

COMPETITION WINNER

Remember our ACE/Gremlin competition in Issue 11? **Kevin Tidy** from Bristol certainly does. He managed to answer the three questions correctly (Kenneth More took the lead role in Reach For The Sky, Chuck Yeager was the first pilot to break the sound barrier and Gary Powers carried out the forced landing in a famous international incident), and get his name pulled from the sack first. Kevin's now got an agonising decision to make - should he take those £700 worth of flying lessons (or just simple flying time) or should he go for that scrummy radio-controlled Kyosho Zero Fighter? Ah, well, some guys have all the luck, don't they?

...AND MORE WINNERS!

These lucky, lucky, people managed to get their entries pulled from the sack in the ACE Survey Prize Draw. They each now win a 900+ game, selected by the ACE team, for their machine - absolutely free!

Kieron White, Wimborne. **Mr A. Still**, Bournemouth. **Raymond Oyediran**, London. **G. Luzio**, Cambridge. **Mark Senior**, Barnsley.

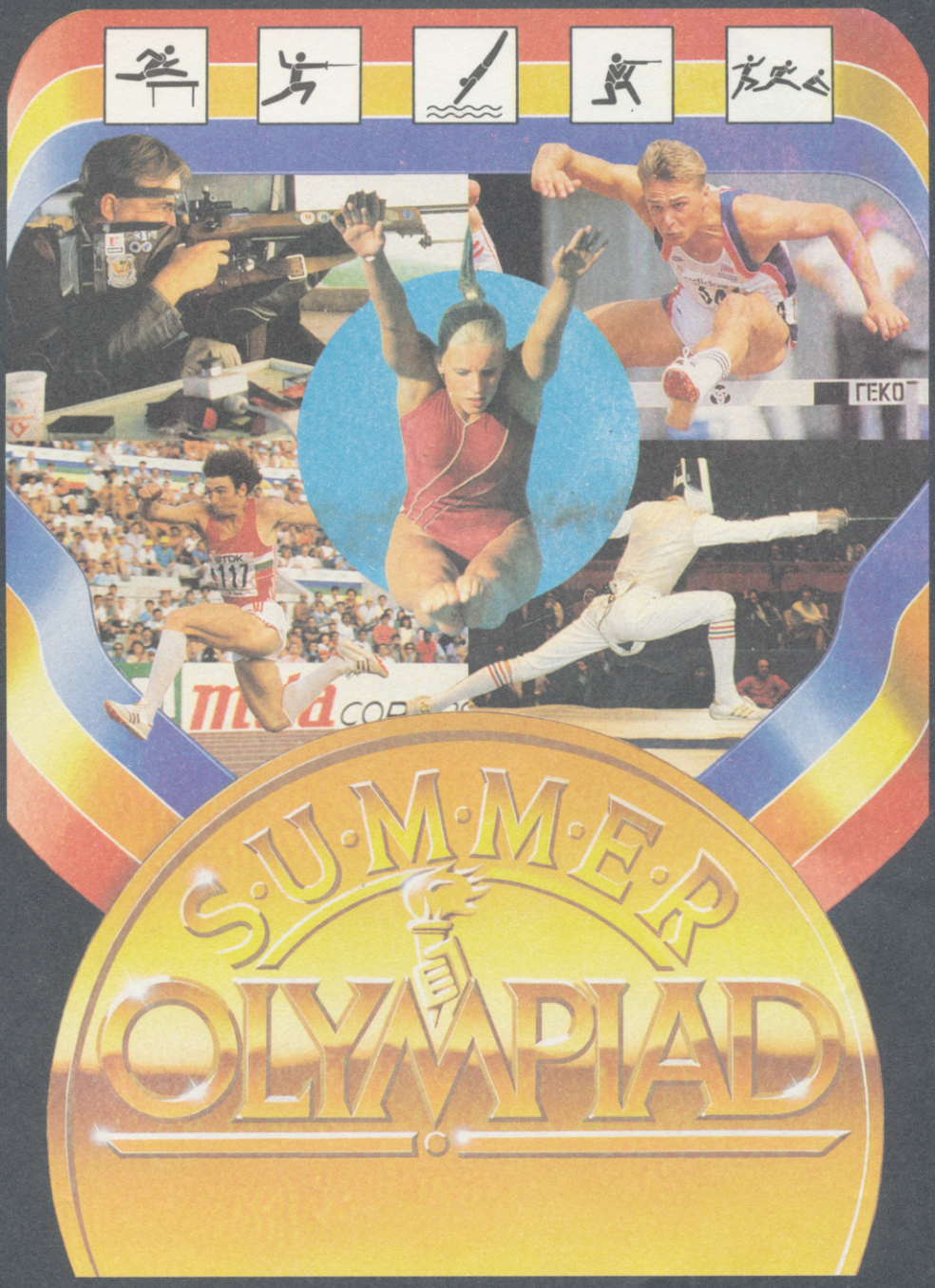
ACE AT THE PC SHOW

Come and meet the ACE team at the PC Show at Earls Court on September 16-18th. You'll find us on stand 2628 with the rest of Future Publishing's mags. If you're lucky you may be able to

ADVERTISERS INDEX

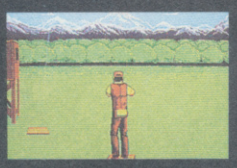
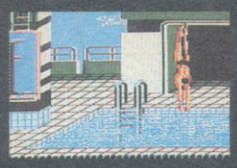
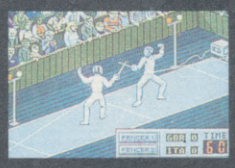
16 Bit Centre 136
17 Bit 142
Ace Computer Services 140
Activision 96-97
Ashcom 105
Atari Repairs 146
Athene 137
Avon Computer Exchange 129
B-Bytes 151
BBD Dust Covers 143
Bath Computer Shack 149
Bestbyte 125
Big Apple 11,12,13,14
Bits and Bytes 46
CBS 131
Castle 145
Cestrian 101
Computer Adventure World 134
Computer Trading 130
Cottage Software 141
D&H Games 93
Database 86
Datel Electronics 72-73
Evesham Micros 124
Firebird 63
Gremlin 6
HSV 138
Hewson 47
Homeview 143
ITEC 151
Intermediates 113
KJC 115
Ladbroke 120
Logotron 79
Mail Centa 137
Mailsoft 146
Megaland 127
Megasave 151
Merlins Kingdom 139
Microprose 20,58,65,84
Microware 146
Mirrorsoft 80
Music Matrix 137
Newport Business Services 146
Ocean 16-17,54-55,74
Players 146
SDC 153
STD 137
Sabre 16 105
Selec 136
Shekhana 144
Silica Shop 95
Silicon Shack 140
Soft Cell 138
Softek 50-51
Software Express 144
Solidisk 141
Sound & Vision 142
South East Kent 150
Speedysoft 126
Stortsoft 151
Telecomsoft 40
Telegames 138
Tiger 141
Timesoft 128
Triad 24,66,92
Tynesoft ..... IBC
US Gold 2-3,28,30-31,36-37,64,70,OBC
Video Vault 105
Worldwide 152
Yorcom 130

SUMMER RELEASE



The sequel to the hugely successful No. 1 from Tynesoft Winter Olympiad 88 – with five graphically stunning events and unbelievable playability.

Fencing · Skeet Shooting
Diving · Triple Jump
Hurdles

Available on the following formats:

IBM	Price £24.95
ST	Price £19.95
Amiga	Price £19.95
CBM64	Cassette Price £9.95 / Disk Price £14.95
Spectrum	Price £7.95
BBC Electron	Cassette Price £9.95 / Disk Price £14.95

TYNESOFT
COMPUTER SOFTWARE

Addison Industrial Estate, Blaydon,
Tyne & Wear NE21 4TE
Tel: (091) 414 4611

ALL THAT GLITTERS IS

U.S. GOLD®

Thunderblade™, L.E.D. Storm™,

The Games: Summer Edition™,

The Deep™, Tiger Road™, Dungeons & Dragons™,

The Pepsi Challenge Mad Mix Game™

Echelon™, 4x4 Off-Road Racing™,

Black Tiger™, Gold, Silver, Bronze™

U.S. GOLD'S GLITTERING NEW COLLECTION
FOR YOUR COMPUTER

LITTERS IS

S.
LD

L.E.D. Storm,™
mmer Edition,™
Dungeons & Dragons,
e Mad Mix Game
-Road Racing,™
Silver Bronze.™
NG NEW COLLECTION
COMPUTER

Atari ST
Amiga
CBM 64/128
Spectrum
Amstrad
IBM + more

A

ADVANCED COMPUTER

THE YEAR'S 10

DAZZLING ANNIV

TOP GA

RATINGS • TIPS